POD® HD

Advanced Guide

An in-depth exploration of the features & functionality of POD HD.

Electrophonic Limited Edition

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Overview

Welcome to the ***POD® HD Advanced Guide***. This guide contains in-depth details of the POD HD features and functionality. Please be sure to also read through your ***POD HD Pilot's Handbook*** for basic info on POD HD and this Guide will take it from there! In this chapter, we'll present an overview of the main screens and features to get you started.

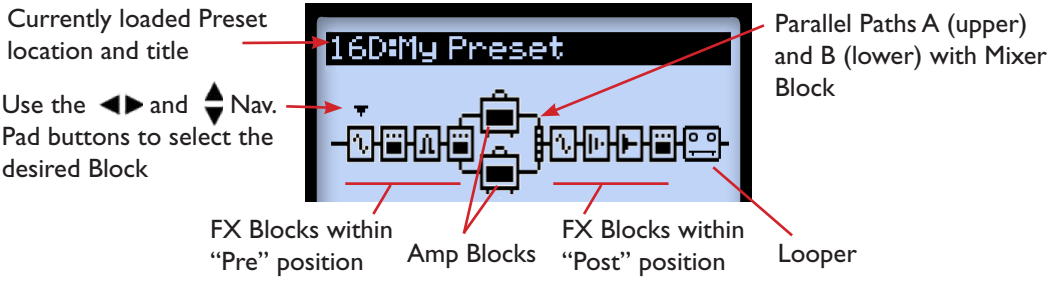
This Guide covers POD HD with Flash Memory version 1.30 (or later) installed. Please use Line 6 Monkey to check for and install the latest updates for your device - see "Appendix A: Line 6 Monkey" on page A•1.

Home Views

The place to start is in one of the Home View screens. Press the **VIEW** button to rotate through the available Home Views. While in any of these Home View screens, you can turn the **PRESETS** knob and call up a Preset in the current Setlist, or push the **PRESETS** knob to select from among other Set Lists!

Signal Flow View

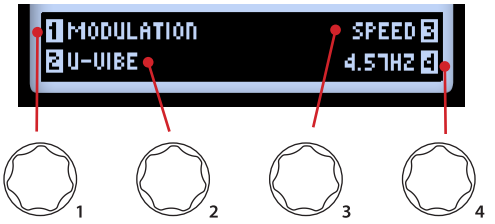
The Signal Flow View displays all Amp & FX "Blocks" and their ordering for the current Preset. As you'll see in several of the following chapters, this is the screen where you'll "select" the desired Block to perform other actions, such as choose a new Amp or FX Model, edit its parameters, move its position, and more.


Currently loaded Preset location and title
Use the ◀▶ and ▲▼ Nav. Pad buttons to select the desired Block
16D:My Preset
Parallel Paths A (upper) and B (lower) with Mixer Block
FX Blocks within "Pre" position
Amp Blocks
FX Blocks within "Post" position
Looper

The items within the Signal Flow View

The signal flow architecture of each Preset is comprised of 3 main sections where Amp & FX Blocks can be positioned: Pre, Post and parallel Paths A & B.

At the bottom of the Signal Flow View screen, you'll see up to four parameters that are accessed using the Multi-function knobs 1-4.



Accessing parameters with the Multi-select Knobs

These parameters are specific to the currently selected Block and allow you to choose new Models & edit parameters. Or, you can dive deeper in the Edit Mode and access additional settings in other screens, as covered in the following chapters.

Big User View

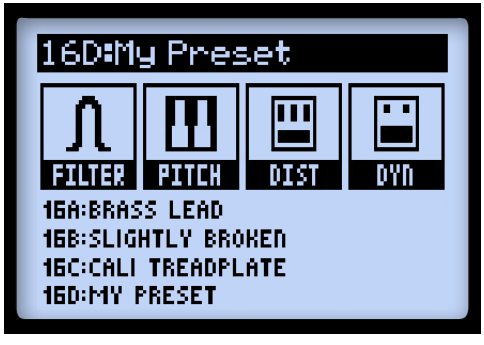
This screen simply provides you with one BIG display of the currently loaded Preset number - convenient for dark stages!

The Big User View

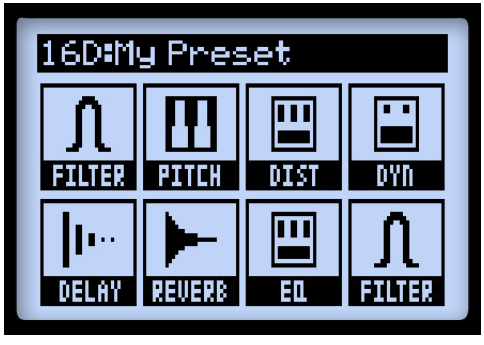
Performance View

This screen displays the functions available for your POD HD **A**, **B**, **C** & **D** buttons and for Line 6 FBV™ Controller functions, if one is connected. This screen appears in three different variations, depending on your device settings. The four options on the lower half of the screen pertain to the **A**, **B**, **C** & **D** buttons (and to FBV footswitches **A** - **D**).

You'll see one of the following screens appear, dictated by the current POD HD Setup - FS MODE setting - Also see "Page 1, Setup:Utilities Options" on page 2•2 for details.



"ABCD" Mode



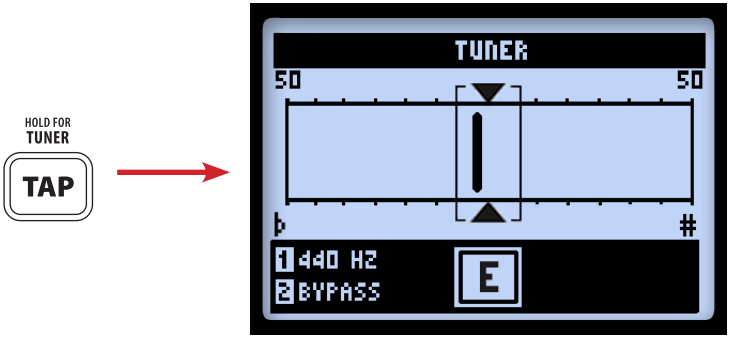
"FS 5-8" Mode

When POD HD is in Looper Mode, a 3rd variation of the screen displays the Looper functions that are accessed by the **A**, **B**, **C** & **D** buttons and FBV footswitches. Also see "Looper Controls & Performance View" on page 8•1.

The Performance View with Looper Mode active

Tuner Mode

To enter Tuner mode, press and hold the **TAP** button. A few options are available, adjusted using the Multi-function knobs.



The Tuner screen

Note that the Tuner receives a signal only from the POD HD Input 1 source.

Pluck an individual string on your guitar and you'll see the name of the note displayed. When the graphic bar is to the left of center, your string is flat; when it is to the right, your string is sharp. When the bar is within the center range, triangles will appear above and below it, indicating your string is in tune.

- **Reference (Knob 1):** If you'd like to tune to a reference other than standard 440Hz, select from 425 to 455Hz.
- **Audio (Knob 2):** Select **Mute** to silence POD HD output while tuning, or select **Bypass** to hear your guitar dry.

Press the **TAP** switch, or any other button, to exit Tuner Mode.

Tap Tempo

Tap Tempo is the term we use to refer to the "System Tempo" value that is accessed via the **TAP** button on your POD HD device. Tap rhythmically to set your Tempo. Alternatively, you can set a numerical Tempo value within Setup (see "Page 6, Tempo Options" on page 2•7). This setting is saved per Preset.

You'll see the **TAP** switch blink to indicate your current Tap Tempo BPM (if your Tap LED option is set to "On" - see "Page 2, Setup:Utilities Options" on page 2•3). Tempo-based FX (Modulation, Filter & Delay FX) that offer a **Tempo Sync** parameter can optionally be set to a note division of this Tap Tempo value.

Connections

Please refer to your ***POD HD Pilot's Guide*** for descriptions of the Input & Output connections. You'll find more details on their specific uses within the following chapters as well!

POD HD Edit Software

Be sure to visit line6.com/software to download the **Line 6 POD® HD Edit** software - the free patch editor/librarian for Mac® and Windows® computers. Using POD HD Edit and a USB connection you can easily create, audition, customize, backup/restore and save an unlimited number of Tone Presets for your device.

The POD HD Edit application

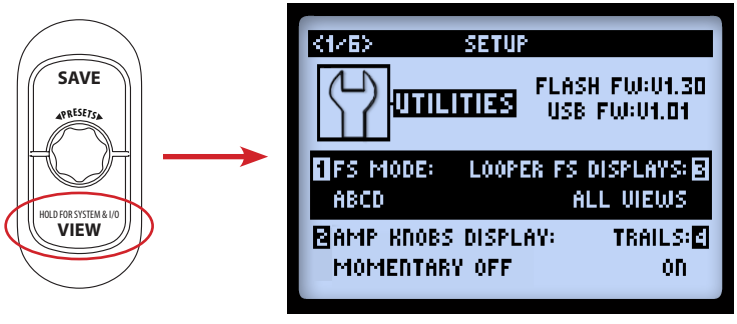
System Setup

In this chapter, we'll cover the options for configuring your POD® HD system settings.

Note that some System Setup options are "global" settings (they persist always, regardless of the current Preset) while others are saved individually per Preset, as noted in the following sections. You'll want to be sure to save your Preset after changing settings of the latter type in order to retain them. To restore all global settings to their factory default value, hold down the Nav. Pad - left arrow button while powering on POD HD.

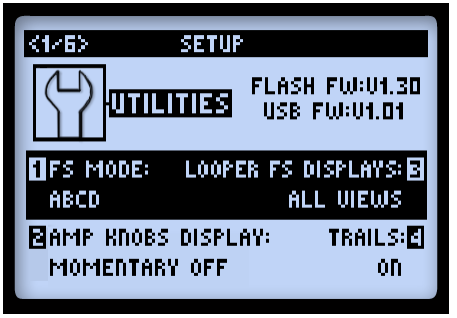
Accessing System Setup

To access the System Setup options, press and hold the **VIEW** button. Here you can configure several device functions, Input & Output settings and more.



Use the ◀▶ Nav Pad buttons to navigate through the several Setup pages.

Page 1, Setup:Utilities Options



The top portion of the screen lists the **Flash Memory** and **USB Firmware** versions currently installed on your POD HD device. The lower portion of the screen offers four options, adjustable using the Multi-function Knobs 1 - 4.

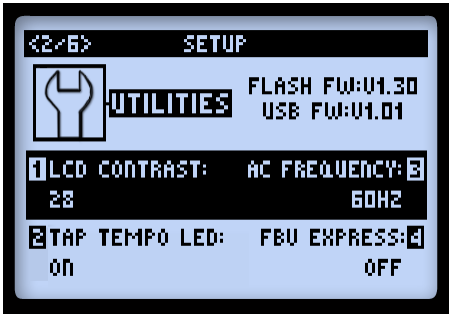
- **Footswitch Mode (Knob 1):** This option applies to your POD HD **A**, **B**, **C** & **D**.* You'll see your Performance View screen reflect the functions of these buttons according to the mode selected here (see "Performance View" on page 1•3). This setting is global.
  - **In "ABCD" Mode:** The **A**, **B**, **C** & **D** buttons recall the current Bank's Presets **A**-**D**.
  - **In "FS 5-8" Mode:** The **A**, **B**, **C** & **D** buttons toggle the Footswitch 5-8 assigned Models On/Off.

***Note: This also applies to a connected Line 6 FBV™ Controller's A, B, C & D footswitches - please see** "Setup Options for FBV" on page B•2**.**

- **Amp Knobs Display (Knob 2):** When set to "On," allows the LCD screen to momentarily display the actual Amp Tone Knob values whenever adjusting any physical amp knob. This setting is global.
- **Looper FS Display (Knob 3):** When Looper Mode is **active**, this option determines how and when the Looper screen is displayed (see page 8•1). This setting is global.
  - **All Views:** When Looper Mode is On, the Looper screen is always displayed.
  - **Performance View:** When Looper Mode is On, displays the Looper screen, or the other Performance View (Signal Flow or Big User) screens, by toggling the **VIEW** button. This option can be useful for referencing your Presets or adjusting Models while Looping.

- **Trails (Knob 4):** When set to "On," allows the echo repeats and/or decay of Delay and Reverb FX to continue when the Model is toggled Off. With the Trails option "Off" the decay is muted instantly when toggling the Model Off. This setting is saved per Preset. (Note that this feature does not provide a "spillover" of the FX decay when changing Presets.)

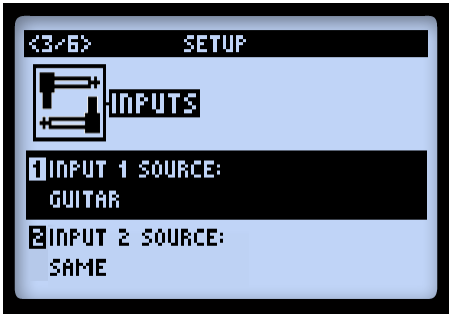
Page 2, Setup:Utilities Options



The options at the bottom of the screen are as follows - all are global settings.

- **LCD Contrast (Knob 1):** Adjusts the screen's contrast.
- **Tap Tempo LED (Knob 2):** Choose "On" to have the LED light for the **TAP** switch (or connected FBV **TAP** footswitch) flash to indicate the current Tap Tempo value. Choose "Off" to have it remain unlit.
- **AC Frequency (Knob 3):** All HD Amp Models include simulation of AC hum, typical of the AC Vacuum Tube Heater component - an important part of the tonality of a tube amplifier. Set the AC Rate to match that of the USA (60Hz) or UK (50Hz) frequency for authenticity. (This setting may be subtle depending on the current Amp Model settings, and may be more apparent when synchronizing this setting with the AC rate of any tube amplifier that POD HD may be plugged into.)
- **FBV Express (Knob 4):** This option applies only to a connected Line 6 FBV Controller. It should only be set to "On" specifically for a FBV Express MkII model device. Please see "Setup Options for FBV" on page B•2.

Page 3, Setup: Input Options



The page 3 options allow you to select either the "GUITAR" or "MIC" physical inputs to be used as the "Source" Inputs 1 and/or 2. These settings are saved per Preset.

About Source Input Signal Routing: It is important to note how POD HD actually routes Source Inputs 1 and 2 through Amp & FX Blocks that are positioned "Pre" position. The following behaviors apply:

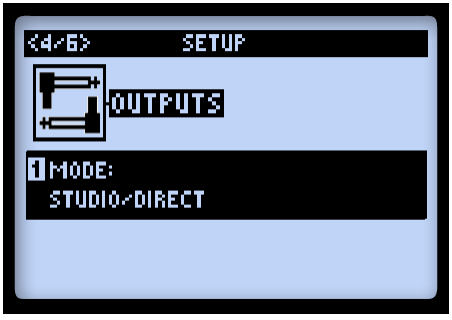
- In a configuration with no Amp or FX Blocks in Pre, Input 1 is fed only to Path A and Input 2 only to Path B. Therefore, this is the best configuration if you want to retain discrete Input Sources into Paths A & B.
- Placing an Amp Block or an active mono FX Model in Pre results in a "summing" of Input Sources 1 & 2, feeding the same, combined signal into these Pre-positioned Models, and thus into each Path A & B. You may need to adjust your instrument's volume level to avoid overloading your Pre-positioned Amp or FX Models.
- Placing a Stereo FX Model in Pre results in the left channel FX output being fed to Path A and its right output to Path B.*
- The Mixer Block's Volume and Pan options provide independent control for Path A & B outputs before they are fed through any Blocks positioned "Post" the Mixer.
- By setting Input 2 to "Same," this effectively routes your Input Source to both stereo Paths A & B (which is how you can feed one guitar input into two Amp Models and/or parallel FX, for example).

***Please also see "Model Types and Mono/Stereo Signal Routing" on page 3•5 for more about how mono and stereo FX affect your signal chain.**

Page 4, Setup: Output Options

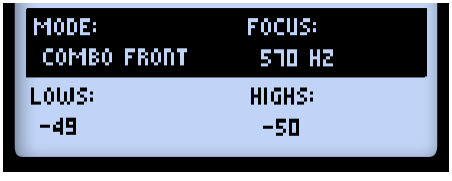
The **Mode** setting on this page allows you to configure the type of signal fed to your POD HD analog outputs to optimize for direct recording versus connecting to an external amplifier.

Note that this Mode setting affects the signal fed to the POD HD Left & Right main outs, Headphone outs and USB Record Send.



Knob 1 selects the **Output Mode**. This is a global setting.

- **Studio/Direct:** Typically the best option when connecting "Direct" to a mixing console or recording device. This signal includes "Studio" Cab Models, Mic Model and an "AIR" convolution to best emulate a mic'ed amp within a room.
- **Combo and Stack settings:** Optimizes your tone for connecting to an external amplifier. The signal includes "Live" Cab Models,with no Mic Model or "AIR" convolution, with a special EQ curve added for each.
  - **Combo Front** & **Stack Front:** For connecting into the front input of a typical combo amp or amp head + external cab, respectively. When choosing either of these Modes, you'll see these additional options for further tone shaping:

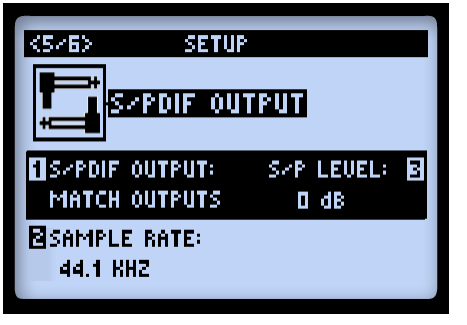


- **Lows (Knob 2):** Attenuates the low frequencies.
- **Focus (Knob 3):** Increases the overall midrange.
- **Highs (Knob 4):** Attenuates the high frequencies.

- **Combo Power Amp & Stack Power Amp:** For connecting to the power amp of a combo or head amp.

TIP: When using the Combo or Stack options and connecting into a tube amplifier, we also recommend that you choose a Preamp Model from the Amp Model menu (rather than one of the "Full" Amp Models). HD Preamp Models include no power amp emulation, making them typically better suited for this connection. That said, there is no wrong choice! PODs have always been about flexibility... Check out all the possibilities and decide which Models work best for your tone!

Page 5, Setup: S/PDIF Output Options



These options are strictly for configuring the signal fed to the **S/PDIF OUT**. Use this 24-bit digital connection when connecting to the S/PDIF input of other devices, such as a computer audio interface or digital mixing console. All settings are global.

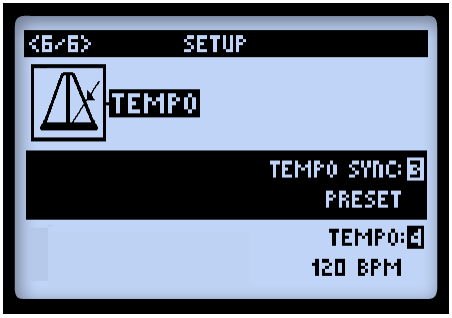
Note: When connecting to another digital device, it is best to clock the external device to follow POD HD (with POD HD as the "master" device) to maintain proper synchronization - please see your digital device's documentation for its digital clock features.

- S/PDIF Output (Knob 1): Selects the type of output mode signal.
  - **Match Outputs:** Uses the setting as configured on the Setup:Outputs screen - see page 2•5.

- **Dry Input:** Your Source Input signal with no Amp, Cab, Mic, "E.R." or FX processing applied. (Handy for recording a dry signal in your DAW, to which you can add a Plug-In or "re-amp" later!)

- **Sample Rate (Knob 2):** Selects the sample rate: 44.1kHz, 48kHz, 88.2kHz or 96kHz. When connecting to another device's S/PDIF input, always be sure to set both units to utilize the same sample rate.
- **S/P Level (Knob 3):** Increases the amplitude of the S/PDIF signal: 0 dB.

Page 6, Tempo Options



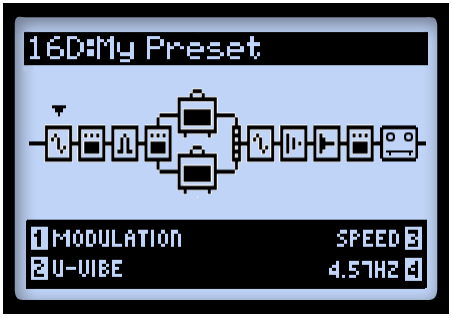
- **Tempo Sync (Knob 3):** The "Speed" or "Time" parameters of all tempo-based FX (Modulation, Pitch & Delays) can optionally be set to a note value to follow the (Knob 4) Tempo BPM value. This Tempo Sync option is a global setting that allows you to choose whether the FX follow the Tap Tempo as a per-Preset value or globally.
  - **Preset:** Tempo settings are saved and recalled on a per Preset basis.
  - **Global:** Tempo information stored within any Preset is ignored. When saving a Preset while this option is set to "Global," the current tempo value will be saved with the Preset.
- **Tempo (Knob 4):** Enter in a specific "Tap Tempo" for your current Preset (as opposed to stomping rhythmically on the **TAP** button). This value is saved individually per Preset.

Features & Functionality

Ready to dive deeper? In this chapter, we'll go into more detail on the major features & functionality offered on POD® HD.

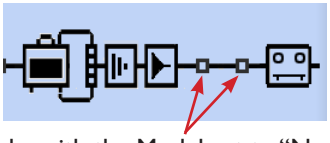
FX Blocks

For each Preset there is always a total of 8 FX Blocks, each capable of loading any FX Model. When in the Signal Flow View screen, select any FX Block and you'll see options at the bottom of the screen, adjustable using the Multi-Function Knobs 1-4.



The Signal Flow View with an FX Block selected

- **Model Type (Knob 1):** Select from among the FX Model categories.
  - To load no effect in the selected Block, choose "None." You'll see the Block then appear "Null," as shown below. A Null FX Block can still be moved and loaded with a new Model at any time. Setting unneeded FX Blocks to None is a great way to minimize your tone's DSP usage (see "Dynamic DSP" on page 3•8).



FX Blocks with the Model set to "None"

- **FX Model (Knob 2):** Choose the desired Model from the Model Type list.

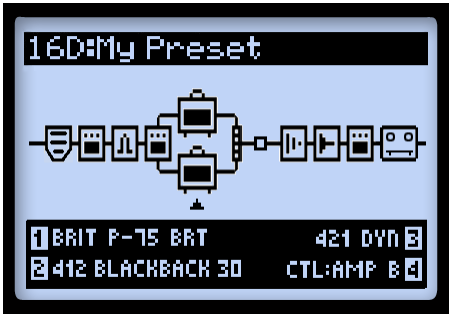
- **FX Parameters (Knob 3):** Choose from up to 5 adjustable parameters. Alternatively, double-press the **ENTER** button to access all the Model's parameters in one screen - see "FX Edit Mode" on page 5•1.
- **Parameter Value (Knob 4):** Adjusts the value for the currently selected parameter.

Each FX Block also offers the following features:

- **On/Off:** Toggle the FX Block "On" or "Off" by pressing the **ENTER** button once. When Off, your signal flows through the FX Block unprocessed.
- **Move FX Position:** Each FX Block can be moved throughout the signal chain, providing complete routing flexibility. Place any FX Model before the Amp ("Pre"), after the Amp ("Post"), or within one of the parallel Paths A & B - see "Amp Model Positioning" on page 6•1 for details.
- **Saved Per Preset:** All FX Block positions, their loaded FX Models and all FX parameter values within the tone are saved with each Preset.

Amp Blocks

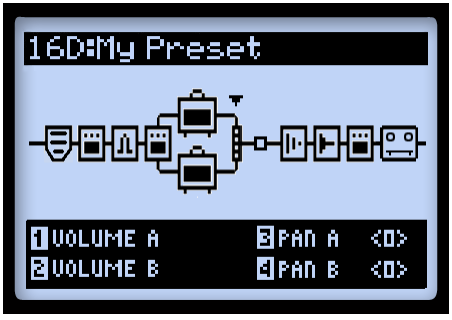
A single Amp Block can be placed in the "Pre" or "Post" signal flow positions, or within parallel "Path A." Or, two Amps can be used if positioned within Paths A & B, as shown below. Much like FX Blocks, Amp Blocks can be toggled On/Off and include several editable parameters. But there's quite a bit more available for Amps as well, so please refer to the dedicated chapter "Amp, Cab & Mic Models" on page 6•1 for details!



A Preset with two Amp Blocks

Mixer Block

The Mixer is permanently positioned at the end of the parallel Paths A & B and provides individual Level and Pan controls for each Paths' output before fed to the "Post" position. When the Mixer is selected in the Signal Flow View, its four parameters are available at the bottom of the screen, accessible using the Multi-function Knobs 1-4.

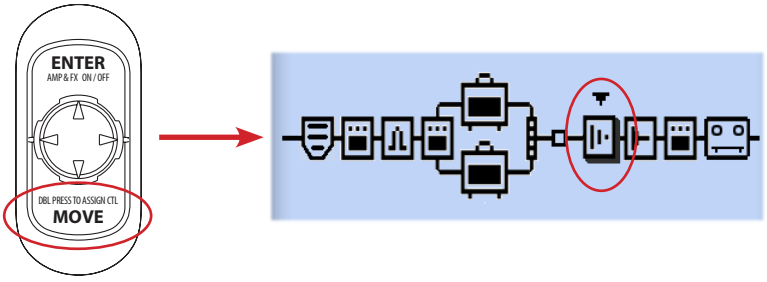


The Signal Flow View with the Mixer Block selected, showing its 4 parameters

- **Volume A (Knob 1):** Controls the volume level of the Path A output. 0 dB is unity gain.
- **Volume B (Knob 2):** Controls the volume level of the Path B output. 0 dB is unity gain.
- **Pan A (Knob 3):** Adjusts the left/right stereo balance of the Path A output.
- **Pan B (Knob 4):** Adjusts the left/right stereo balance of the Path B output.

Moving FX Blocks

Any of the 8 FX Blocks can be moved throughout your tone's signal flow, providing tremendous routing flexibility. To move any FX Block, start within the Signal Flow View and select the FX Block to be moved. Press the **MOVE** button and you'll see the selected FX Block appear "raised" to indicate it is now moveable.



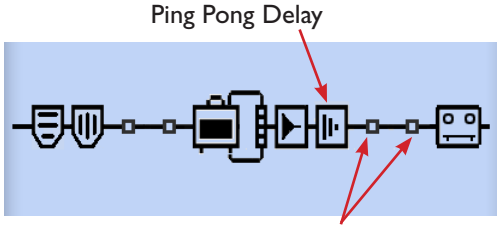
Pressing the Move button to reposition an FX Block

The FX Block can now be moved as follows:

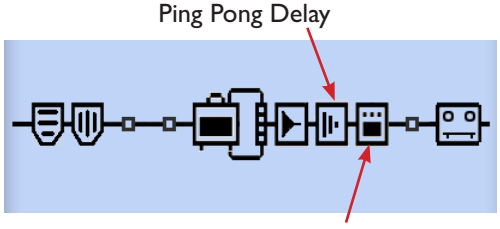
- Use the ◀▶ Nav. Pad buttons to move the FX Block to the desired position.
- Move the FX Block into either Path A or B, and place it before or after an Amp Model within the path. Use the ▲▼ Nav. Pad buttons to move the FX Block to the opposite path. This allows you to run your effect in "parallel" and blend the individual Path A & B outputs using the Mixer's Level & Pan options!
- Once the FX Block is in the desired position, press the **MOVE** button again to drop it into place.
- Amp Blocks can be moved into fixed positions within the Pre or Post signal path areas, or within the Paths A & B - see "Amp Model Positioning" on page 6•1.
- The Looper can also be selected and moved either to the start ("Pre") or end ("Post") of the signal flow - see "Looper Mode" on page 8•1.

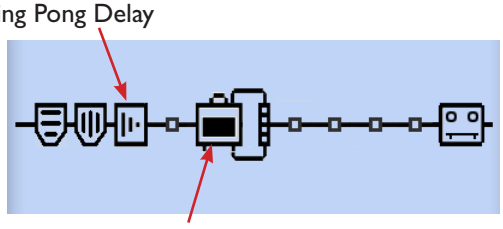
Model Types and Mono/Stereo Signal Routing

It is important to note that some Models (all EQs, Wahs & Volume, and some Modulations, Filters, Pitches and Delays) preserve a stereo output within the signal chain, while others (all Dynamics, Distortions, all Amps & Preamps, and other various Models) are mono FX and do not. The POD HD Inputs 1 & 2 are fed into the signal chain as stereo (see "Page 3, Setup: Input Options" on page 2•4). Therefore, wherever a mono FX or Amp Model is inserted, the Left & Right channels of this stereo signal is "mono-ized" and heard as a two-channel mono signal at the Model's output. To follow are a few examples:



- As shown above, if you place the Ping Pong Delay (a stereo-output FX Model) after any other FX and/or Amp Models, you'll hear its delay repeats bounce back and forth between your Left and Right outputs.



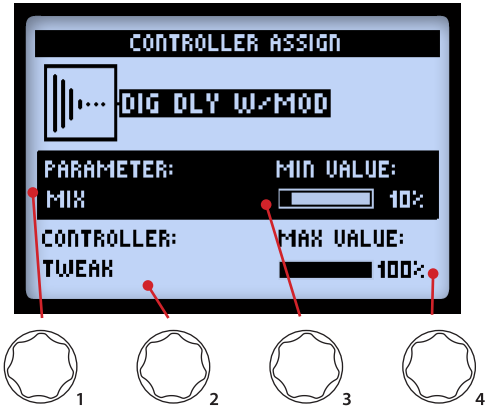


- If you place the Ping Pong Delay immediately before a mono FX Model (as shown above, left) or Amp Model within the same Path (shown above, right), you'll hear its delays "mono-ized," equally through both the Left and Right outputs.

- The above rules also apply within each of the parallel Paths A and B, since these are each stereo signal paths as well. The Mixer Block offers Pan controls to independently adjust the stereo balance of each of these Paths before they are fed into the first "Post" FX (or Amp Block, if the Amp is placed here), immediately following the Mixer.
- Please also see "Amp Model Positioning" on page 6•1 for additional signal flow information.

Tweak Knob Assignment

The **TWEAK** knob on your POD HD utilizes its own "Controller," allowing it to be assigned to control any Amp or FX parameter (or multiple parameters, simultaneously). To configure the **TWEAK** Controller assignment, select the desired Amp or FX Block, then double-press the **MOVE** button to display the Controller Assign screen. These settings are all saved per Preset.



The Controller Assign screen

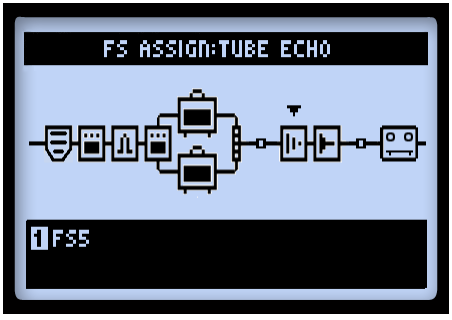
- **Parameter (Knob 1):** Select the parameter for the current Model that you want to control.* In our example, we'll choose the **Mix** parameter for our Delay.
- **Controller (Knob 2):** Select the **TWEAK** Controller.*
- **Minimum Value (Knob 3):** Set the parameter value you'd like for the **TWEAK** knob's minimum value.
- **Maximum Value (Knob 4):** Set the parameter value you'd like for the **TWEAK** knob's maximum value.

***The EXP 1 & EXP 2 Controller options are used to create assignments for use with Line 6 FBV™ Expression Pedals - see** **"Appendix B: FBV Foot Controllers" on page B•1.**

FX & Amp Block FS Assignment

Any of the FX and Amp Blocks can also be configured with a "FS" (Footswitch) assignment to remotely toggle the Block's Model On/Off. This, of course, is of most use with a connected FBV Controller device, so we've covered this information in "Amp & FX Block Footswitch Assignment" on page B•18.

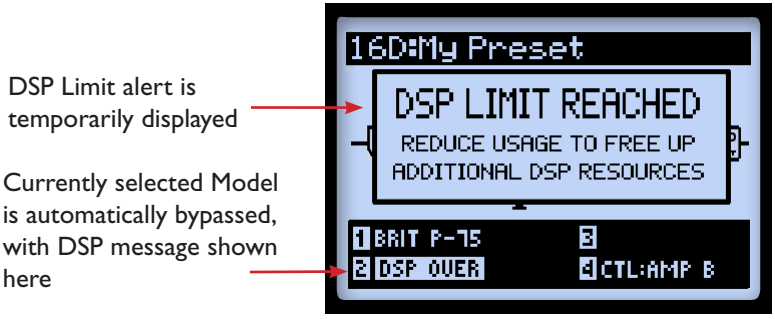
It is worth noting here that, when the Setup - FS MODE option (see "Page 1, Setup:Utilities Options" on page 2•2) is set to "FS 5-8," your POD HD **A**, **B**, **C** & **D** buttons will trigger the FS 5-8 assigned Blocks. To create and edit FS assignments, select the desired FX or Amp Block within the Signal Flow View, then hold the **VIEW** button. This displays the FS ASSIGN screen. All assignments are saved per Preset.



The Footswitch Assign screen - use Knob 1 to create or edit a Block's FS assignment

Dynamic DSP

We've offered up a whole lot of sound possibilities in POD HD, and it can take some serious Digital Signal Processing (DSP) to run these goodies. Rather than limit your creative potential with fewer Models or signal routing options, we chose to implement a "Dynamic DSP" system, which dynamically assigns DSP resources to accommodate your tone configurations. When creating a tone that utilizes several heavy-hitting DSP Models, it is possible to surpass the amount of processing power available. In these cases, you'll see the **DSP LIMIT REACHED** indicator appear, and the current Model is bypassed to allow your tone to remain active.


DSP Limit alert is temporarily displayed
Currently selected Model is automatically bypassed, with DSP message shown here
16D:My Preset
DSP LIMIT REACHED
REDUCE USAGE TO FREE UP ADDITIONAL DSP RESOURCES
1 BRIT P-75
2 DSP OVER
3
4 CTL:AMP B

Signal Flow View - displaying DSP Limit alert

In the above example, trying to change the Model for a 2nd Amp placed our tone over the DSP limit. Therefore, the **DSP LIMIT REACHED** message is shown temporarily, and the Amp B Model we selected is automatically bypassed, as indicated by the **DSP Over** message. When the DSP Limit is reached, you have a few options to free up DSP resources.

- Try using different Amp Models. Some of the HD Amp Models require more DSP power than others, so try switching to a different Amp Model.
- Use only one Amp Model rather than two.
- Try toggling Amp and/or FX Models "Off" or set the Block's Model to "None," (see "FX Blocks" on page 3•1). Some FX types, such as Pitch Shifters and Reverbs, utilize DSP more heavily.

Note: Setting an Amp or FX Block to "None" more substantially reduces the Block's DSP usage than toggling its Model to "Off."

- Once you're happy with your customized tone, save it so that you can recall it later.

Set Lists & Presets

This chapter covers all you need to know about working with Set Lists and Presets to manage your POD® HD Tones.

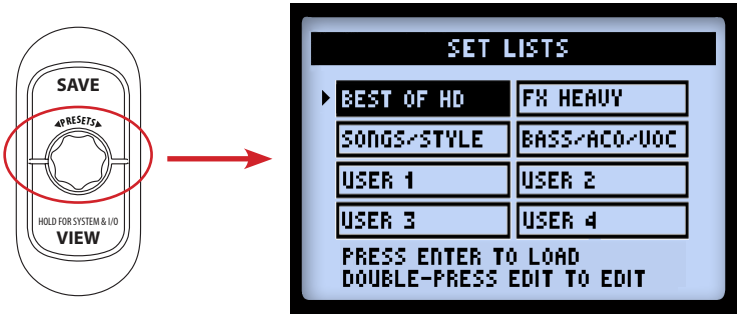
Be sure to also check out the free Line 6 POD HD Edit software. It can be used to create, customize & manage an unlimited library of POD HD Set Lists & Presets right on your Mac® or Windows® computer! See "POD HD Edit Software" on page 1•6**.**

Working with Set Lists

POD HD stores 64 Presets within each of its 8 Set Lists. The big idea here is that you can load any one of these Set Lists to then gain access to any of its Preset locations - where you can save your complete settings to, or load a Preset from.

Accessing Set Lists

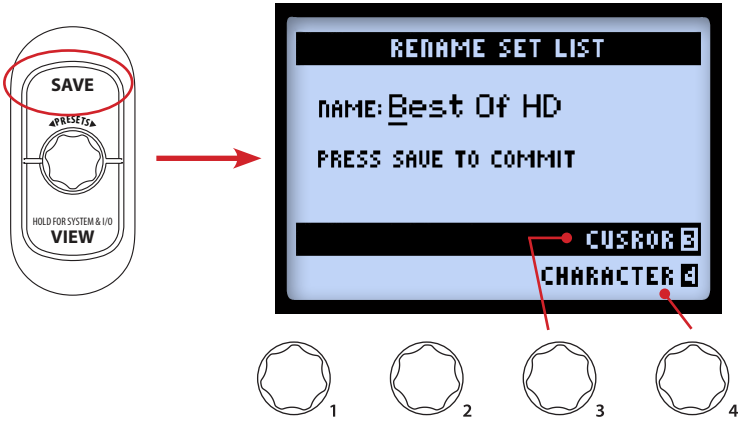
Push the **PRESETS** knob to display the **Set Lists** screen.



The Set Lists screen

Load a Set List: Use the ▲▼ and ◀▶ Nav. Pad buttons, or turn the **PRESETS** knob to select any Set List, then press the **ENTER** button. This immediately loads the selected Set List, making all its Presets available. Note that your previously loaded Preset is automatically closed, and the Preset of the same Bank/Channel location number from the new Set List is loaded.

Rename a Set List: With the desired Set List selected, press the **SAVE** button to display the **Rename Set List** screen.



To edit the Set List name, use Multi-function Knob 3 to select the desired character, then use Knob 4 to edit the character. Once complete, press **SAVE** again to commit your new name, and you'll be returned to the Set Lists screen. Or, just press **PRESETS** button to return to the Set Lists screen without committing any name changes.

Arranging Presets within Set Lists

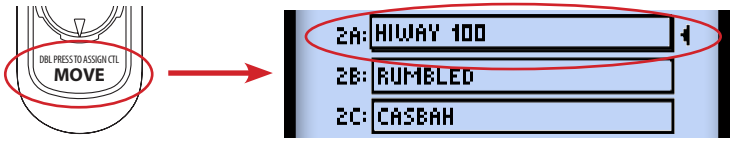
While in the Set Lists screen, double-press the **ENTER** button to display the list of Presets in the current Set List, where you can reference each Preset's Bank/Channel location, load a Preset, or rearrange the Presets into in any order you like.

The Set List - Presets screen

Load a Preset: Use the ▲▼ Nav. Pad buttons, or turn the **PRESETS** knob to select any of the 64 locations, or use the ◀▶ Nav. Pad buttons to navigate through the list one Bank at a time. Press the **ENTER** button to immediately load the selected location's Preset.

Move a Preset: Here is an example where we'll move the "HIWAY 100" Preset from location **2A** to location **2C**.

- Select location **2A** for the "HIWAY 100" Preset, then press the **MOVE** button. You'll see the selected Preset appear "raised" to indicate it is now moveable:



- Use the Nav. Pad buttons or **PRESETS** knob to select the **2C** destination location. Note that as you select a new Bank/Channel location, the resulting Preset order is displayed on the screen. For our example, "HIWAY 100" is inserted into **2C**, resulting in the Presets from the original location (**2A**) to the destination (**2C**) to move up one slot:

"Hiway 100" moved from 2A to 2C

- Once you've placed the Preset over the desired channel location, press the **MOVE** button again to "drop" it into the slot.

- Repeat the above steps to rearrange any additional Presets as desired. To commit all your changes, you must next press the **PRESETS** button - you'll see the "Saving" screen displayed to indicate this process.

The Set List Saving screen

Working with Presets

Each of the 8 Set Lists within POD HD includes 64 Channel locations for holding Presets. These Set Lists and Presets are all retained in your POD HD internal memory. Each Preset includes all current FX & Amps in use, all their parameter settings, their position within the signal flow, footswitch & pedal assignments, Mixer settings, as well as input & output and other Setup options, as indicated throughout this Guide.

Accessing Presets

From any of the Home View screens, simply turn the **PRESETS** knob to increment through the current Set List. The currently loaded Bank/Channel number and Preset name are displayed at the top of the Home View screen. (Note that you'll need to **save** your current Preset before loading a different one if you wish to retain any changes made!)

Turn the **PRESETS** *knob to increment through Presets*

Alternatively, you can access Presets that reside within any Set List from within the Set List - Preset screen (see page 4•1).

A, B, C & D Channel Buttons

To navigate through Banks & Presets, use the POD HD Bank Up ▲ or Bank Down ▼ **A**, **B**, **C**, **D** buttons to navigate Banks and load a Preset.* (Note that you'll need to have the **Setup - FS Mode** option set to **"ABCD"** - see "Page 1, Setup:Utilities Options" on page 2•2.)

*** If you have a Line 6 FBV™ Controller connected, you can use its footswitches to do the same - see** "Appendix B: FBV Foot Controllers" on page B•1**.**

- Press the Bank Up ▲ or Bank Down ▼ button and you'll see the Queued Bank screen displayed, with the current Bank/Channel flashing at the top:

The Queued Bank screen - the next Bank is queued

- Continue pressing the Bank Down or Bank Up button and you'll see the previous/next Bank's **A**, **B**, **C** & **D** Channels & their Presets "queued," as shown above. Then press the **A**, **B**, **C** or **D** button to load the respective Preset from the queued Bank.

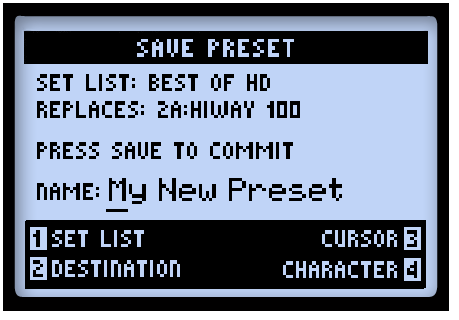
Saving Presets

To retain any customization you may have performed on your Preset, or if you want to rename or move the current Preset, you can use the Save function. Whenever your current Preset is in an "unsaved" state, you'll see an asterisk appear in the Signal Flow View.

Asterisk indicating Preset is in an unsaved state

Remember to always save your Preset before calling up a different Preset to retain any changes you may have made!

Press the **SAVE** button to display the Save Preset screen.



The Save Preset screen

Use the Multi-function Knobs 1-4 to choose your Save functions.

- **Set List (Knob 1):** Choose any one of the 8 Set Lists here in which you'd like to save your Preset. By default, you'll see your currently loaded Set List.
- **Destination (Knob 2):** Choose the specific Bank/Channel location within the selected Set List to save your Preset. **Note that this will permanently overwrite the Preset within the destination location once you commit the save.** Choose a location that contains a "New Tone" to avoid overwriting customized Preset.
- **Cursor & Character (Knobs 3 & 4):** To rename your Preset, select a character with Knob 3, then use Knob 4 to edit the selected character.

TIP! For speedy preset naming... The Nav. Disc buttons may be used to move the cursor left & right. Pressing down clears the currently selected character. Pressing up cycles through the first character of Upper Case, Lower Case, Numeric, and blank.

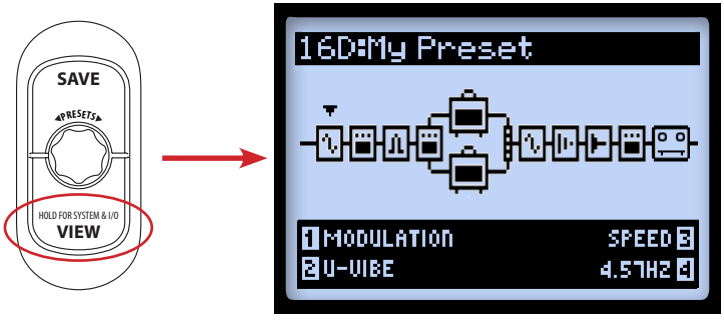
Once you've completed the above settings, press the **SAVE** button to commit. Or, to cancel the save, press the **PRESETS** knob or **VIEW** button.

FX Edit Mode

Within this chapter, we'll cover the Edit Mode for FX, which provides access to all editable parameters for the FX models. (For info on Amp Models, see "Editing Amp Parameters" on page 6•5.) All changes made in the Edit Mode are saved per Preset.

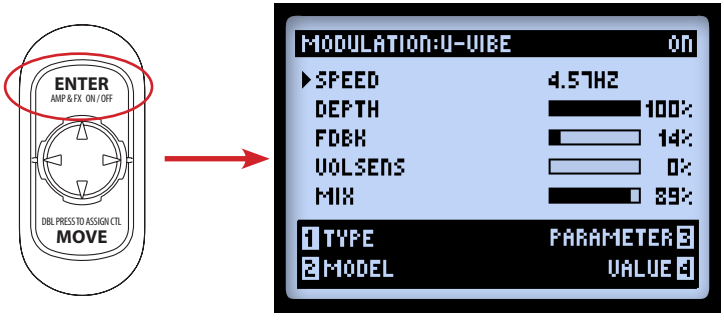
Accessing FX Edit Mode

First press the **VIEW** button to display the Signal Flow View screen.



The Signal Flow View - Modulation FX Block selected

Use the ◀▶ Nav. Pad buttons to select the Block you wish to edit. In our example above, we've selected the first Block, which currently has a Modulation Model loaded. While in the Signal Flow View, you can edit a few options for the selected Block's FX Model using the Multi-select Knobs 1 - 4. However, by entering the Edit Mode screen, you'll have instant access to all parameters. Double-press the **ENTER** button to display Edit Mode.



The FX Edit Mode - Modulation:U-Vibe FX Model loaded

Use the Multi-Function Knobs 1- 4 to access the respectively numbered options at the bottom of the Edit Mode screen.

The Multi-Function Knobs

While the Edit Mode screen is displayed, these knobs access the following functions.

Knob 1 - Type

Select the type of FX Model you want to insert into this Block location. You'll see the selected Type displayed at the top of the screen, as well as a handy Model On/Off indicator at the right.

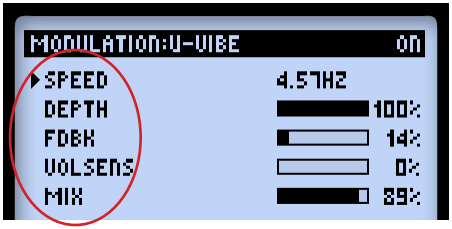
- **None:** Choose "None" to remove any FX Model from the Block.
- **FX:** Choose from the list of FX types.

Knob 2 - Model

Choose the specific Model for the current FX Type. You'll see the selected FX Model displayed at the top of the screen.

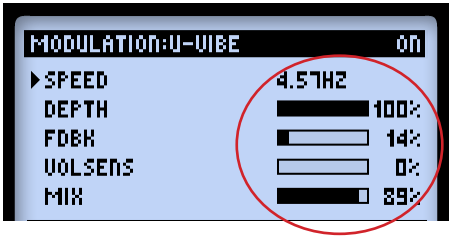
Knob 3 - Parameter

Use the ▲▼ Nav. Pad buttons to select from among the parameters that are displayed. The "selected" parameter is indicated by the arrow at the left.



Knob 4 - Value

Set the value for the selected parameter.



As shown above, some parameters utilize numerical values, while others utilize a graphical bar display.

TIP: Most FX parameters can optionally be assigned for Tweak knob or FBV™ Expression Pedal control! See "Tweak Knob Assignment" on page 3•6**.**

Amp, Cab & Mic Models

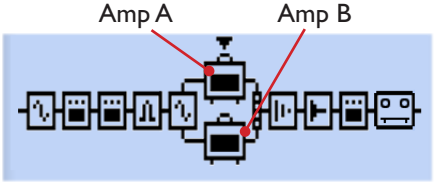
This chapter provides details on selecting & editing the exemplary HD Guitar Amp & Preamp Models, all of which have been newly developed by our amazing team of sound engineers for POD® HD! Also covered here are details on Speaker Cabs, Mic Models and putting Amp Models to use.

Amp Model Positioning

Each Preset includes the ability to run one or two Amp or Preamp Models. Much like each FX Block, the Amp Block can be repositioned using the **MOVE** button (please see "Moving FX Blocks" on page 3•4). Here we'll cover the impact on your signal flow when placing the Amp in different positions.

Amps Within Paths A & B

You'll find that a number of the Factory Presets within the "Dual Tones" Set List already utilize this type of configuration. When moving the single Amp Model into the parallel Paths A/B from the "Pre" position (before the Path A/B split) or "Post" position (after the Mixer Block), a 2nd Amp B Block is automatically created in Path B. In this configuration, the top amp is referred to as **Amp A** and the other **Amp B**.



Amp Models within Paths A & B

Behaviors for this configuration are:

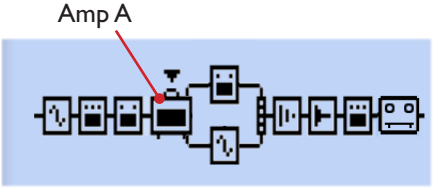
- Each Amp Block can be individually set to a different Amp or Preamp Model,* edited and enabled/disabled.

***Note: Some Amp/Preamp Models utilize more DSP than others. You may find it necessary to bypass or remove some FX Models to enable two simultaneous Amps - see "Dynamic DSP" on page 3•8 for more info.**

- The Amp Blocks cannot be moved ***within*** the A or B Paths, however, it is possible to move any FX Blocks before or after the Amps within either Path.
- Specific behaviors apply for moving an Amp Block ***out of*** the parallel Paths A/B:
  - Select Amp A, push the **MOVE** button, then the ▶ Nav. Pad button. This removes Amp B from the tone and moves Amp A to the Post position, where it is placed directly after the Mixer (and before any "Post" FX).
  - Select Amp A, push the **MOVE** button, then press the ◀ Nav. Pad button. This removes Amp B from the tone and moves Amp A to the Pre position, where it is placed just before the Path A/B split (and after any "Pre" FX).
  - For the above actions, pressing **MOVE** when Amp B is selected has no function.

Amp Block in Pre or Post Positions

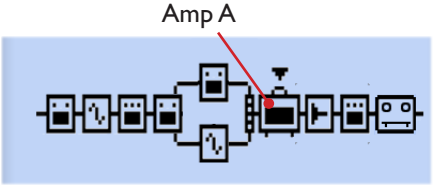
Only a single Amp Block can be used within either of these positions.



Amp in "Pre" position (before Path A & B)

With the Amp in Pre, as shown above, the single amp feeds both Paths A & B. You can always move FX into either Path A or B, in which case they'll behave as "Post Amp" FX, yet be in parallel, with each Path's output controlled by the Mixer's A & B Level and Pan.

Note that when utilizing both Inputs 1 & 2 (or when using "SAME" for either of these Input options) the two Input signals are combined to allow them to be fed into any Amp or mono FX Model within the Pre position, which can result in a hot signal level. Reduce your instruments' volume as needed to avoid overloading your Pre Models.



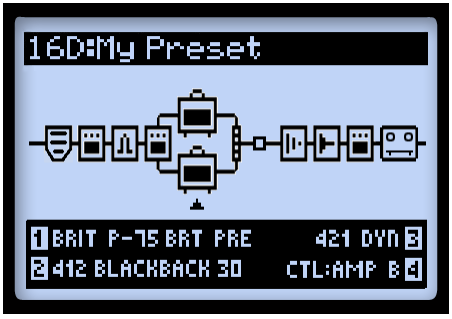
Amp in "Post" position (after Path A & B)

With the Amp in Post as shown above, the parallel Paths A & B are fed into the input of the Amp.* You can still move FX into either Path A or B, in which case they'll be in parallel, with each Path's output individually controlled by the Mixer's A & B Level and Pan options to allow you to custom blend them before they hit the Amp.

***Note: All Amps & Preamps behave as "mono" Models, which impact the stereo output of any FX Models positioned before them within the signal flow. For more info, please see** **"Model Types and Mono/Stereo Signal Routing" on page 3•5.**

Selecting Amp, Cab & Mic Models

Press the **VIEW** button to display the Signal Flow View and use the Nav. Pad to select Amp A or Amp B.



The Signal Flow View - Amp B selected

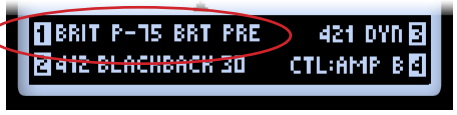
Once an Amp Model is selected, you'll see the 4 editable Amp options at the bottom of the screen, accessible via the Multi-function knobs 1 - 4.

- **Knob 1** - Selects the Amp or Preamp Model.
- **Knob 2** - Selects the Cab Model.
- **Knob 3** - Selects the Mic Model.
- **Knob 4** - When the current Preset includes two Amp models, this selects which Amp (the Amp within Path A or B) is controlled by the Amp Tone knobs.

As you change the Amp Model (Knob 1), you'll also see that default Cab and Mic models are automatically selected for each Amp or Preamp (see "About Default Amp Settings" on page 6•5). But you can use Knobs 3 & 4 to select any Cab and/or Mic you like. These settings are saved per Preset.

Amp and Preamp Models

We've included a complete set of "Preamp" versions of each Amp as well. Choose one of these to obtain the tone of just the preamp stage of the amp - recommended when feeding your POD HD output into an external amplifier.*



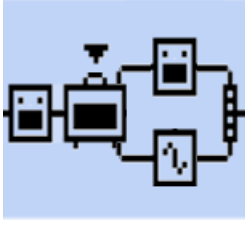
A Preamp Model is selected for Amp B

***Note that, whether an Amp or Preamp is selected, the additional application of Cab and Mic Models is dependent upon the SETUP:OUTPUT settings. Please see "Page 4, Setup: Output Options" on page 2•5.**

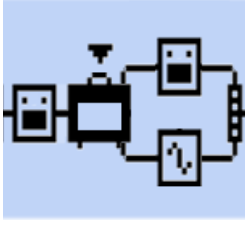
The overall volume levels among the different Preamp Models varies - this is normal. The Preamp sections of each of the classic amplifiers we modeled are indeed quite different, and we've set the Preamps' default values to best match the type of power amp into which they are intended to feed. Tweak the **DRIVE** and **VOLUME** knobs to optimize the level for your specific needs!

Amp Block States

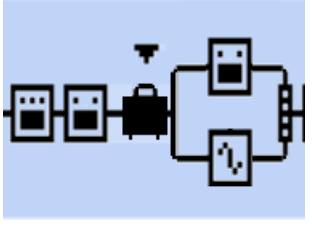
The Amp Blocks have 3 available states: On, Off (bypassed) or Disabled (sometimes referred to as a "Null" state for the Block).



Amp Block "On"



Amp Block "Off"



Amp Block "Disabled" (Null Block)

About Default Amp Settings

Whenever you change to a different Amp or Preamp Model, predetermined Cab & Mic models are automatically loaded, as well as Amp Tone Knob settings, designed to complement the Amp type. As noted throughout this chapter, you can certainly switch to a different Cab and/or Mic Model - just be sure to save your Preset to retain these changes.

Mic Models

The 8 selectable Mic Models for each Amp are as follows.

Mic Model Descriptions	
Mic Name	**Based On...***
57 On Xs	Shure® SM57 Dynamic, On Axis
57 Off Xs	Shure® SM57 Dynamic, Off Axis
409 Dyn	Sennheiser® MD 409 Dynamic
421 Dyn	Sennheiser® MD 421 Dynamic
4038 Rbn	Coles 4038 Ribbon
121 Rbn	Royer® 121 Ribbon
67 Cond	Neumann® U 67 Condenser
87 Cond	Neumann® U 87 Condenser

Editing Amp Parameters

To toggle the selected Amp model On or Off

Press the **ENTER - AMP ON/OFF** button once. Toggling the Amp "Off" results in bypassing the Amp, Cab and Mic processing.

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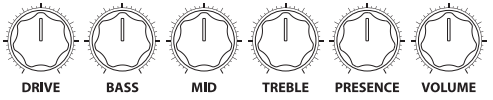
To adjust the Amp Tone

Turn any of the Amp Tone knobs to adjust the desired settings for the selected Amp.



The Amp Tone knobs

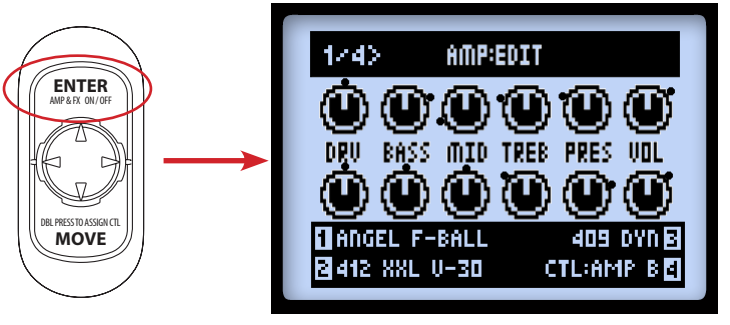
Whenever you adjust any of the Amp Tone knobs, you'll see the "Momentary" **AMP: EDIT** LCD screen temporarily displayed, showing the actual values of the Tone knobs for both current Amp A & Amp B Models (depending on your **Amp Knobs Display** setting, see "Page 1, Setup:Utilities Options" on page 2•2). Also see the next section for more about the **AMP: EDIT** options.

Amp Edit Display

Double-press the **ENTER** button to access the **AMP:EDIT** screens. You'll see up to 4 pages of options here, allowing you to fine-tune Amp, Cab and Mic settings.* All settings in these screens are saved per Preset.

*** NOTE: When the selected Amp Model is a "full" Amp Model, you will see four Amp Edit pages, as described below. When the selected Amp Model is a Preamp, you will see only two Amp Edit pages, which offer the same options as the Amp Edit page 1 and page 4 described below. Use the Nav. Disc left & right arrow buttons to display the pages.**

Amp Edit - Page 1



Page 1 of the Amp:Edit Screen - both Amps are On

- **With both Amp Models On:** You'll see the screen's respective controls update as you adjust the Amp Tone knobs, as shown above. Note that the black "dots" around each knob indicate its last-saved value. You can also still access the Amp, Cab & Mic Model and Amp A/B selections via the Multi-function Knobs 1-4 while this screen is displayed.

Page 1 of the Amp:Edit Screen - Amp A Bypassed

- **With an Amp Model Off:** You'll see only a VOL knob, as shown above for Amp A. This is a separate parameter strictly for the Amp Model's Bypass Volume. Use the **VOLUME** knob on your device to adjust this, and its value is stored separately with the Preset for whenever the Amp Block is Bypassed.

Note that the VOLUME knob does not control the level at all for a "Null" Amp Block.

- Use the Multi-Function knobs 1 - 4 to adjust the options at the bottom of the screen:
  - **Knob 1**: Select the desired Amp or Preamp Model.
  - **Knob 2**: Select the desired Cab Model (also see the Page 4 options).
  - **Knob 3**: Select the desired Mic Model (also see the Page 4 options).
  - **Knob 4**: Choose between adjusting controls for Amp A or Amp B. (This option is available on all AMP EDIT screens.)

Amp Edit - Page 2

Page 2 offers three options that affect the power amp characteristics of your Amp Model.

Page 2 of the Amp:Edit Screen (not displayed for Preamp Models)

- **Knob 1**: Use this Master Volume to adjust the amount of power amp distortion. This parameter is highly interactive with all other power amp parameters - the lower the Master is set, the less effect the other controls will have.
- **Knob 2**: Setting the Sag to minimum offers a "tighter" responsiveness, and turning clockwise provides more "touch" dynamics & sustain.
- **Knob 3**: Controls how much heater hum & AC ripple interacts with your tone. At the maximum setting things get really freaky.

Amp Edit - Page 3

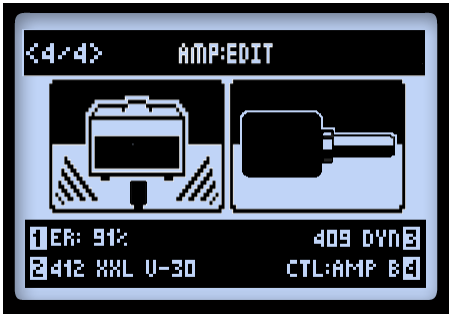
Page 3 offers two more options that affect the power amp characteristics.

Page 3 of the Amp:Edit Screen (not displayed for Preamp Models)

- **Knob 1**: Changes the Bias of the power tubes. Set to minimum to achieve a very "cold" Class AB biasing. At maximum the amp is operating in Class A.
- **Knob 2**: The Bias Excursion determines how the power amp tubes' voicing reacts when they are pushed hard. Set low for a tighter feel. Set high for more tube compression. This parameter is highly reactive with the **DRIVE** & **MASTER** settings.
- **Knob 3**: Has no function on this page.

Amp Edit - Page 4

Here you'll find Microphone and Speaker Cabinet options.



Page 4 of the AMP:EDIT Screen (appears as Page 2 for Preamp Models)

NOTE: If you selected "No Cab" for your Cab Model, these Mic and Early Reflections settings will perform no function since no Speaker, Mic or Early Reflections processing is applied.

- **Knob 1**: Sets the amount of "early reflections." Higher values add more reflective room sound to your Amp tone.
- **Knob 2**: Selects the Speaker Cab Model.
- **Knob 3**: Selects the Mic type (see the Mic Model table on page 6•5).

Press the **HOME** button, or double-press the **ENTER** button to exit the **AMP:EDIT** screen when done. Be sure to save your Preset to retain customized Amp Model settings.

Amp/Preamp Models

To follow is a table showing the classic amplifiers upon which all our HD Amp/Preamp Models are based.* For more details, please also check out the ***POD HD Model Gallery***, available from http://line6.com/support/manuals/.

POD HD Amp/Preamp Models	
Amp/Preamp Model	**Based On...***
Amp Disabled	When selected, no Amp Model is loaded
Blackface Double Normal	'65 "Blackface" Fender® Twin Reverb®, Normal input channel
Blackface Double Vibrato	'65 "Blackface" Fender® Twin Reverb®, Vibrato input channel
Hiway 100	Hiwatt® Custom 100
Super O	'60s Supro® S6616
Gibtone 185	Gibson® EH-185
Tweed B-Man Normal	'59 Fender® Tweed Bassman®, Normal input channel
Tweed B-Man Bright	'59 Fender® Tweed Bassman®, Bright input channel
Blackface 'Lux Normal	Fender® "Blackface" Deluxe Reverb®, Normal input channel
Blackface 'Lux Vibrato	Fender® "Blackface" Deluxe Reverb®, Vibrato input channel
Divide 9/15	Divided By 13 9/15
PhD Motorway	Dr. Z® Route 66
Class A-15	'61 "Fawn" Vox® AC-15
Class A-30 TB	Vox® AC-30 "Top Boost"
Brit J-45 Normal	'65 Marshall® JTM-45 MkII, Normal input channel
Brit J-45 Bright	'65 Marshall® JTM-45 MkII, Bright input channel
Brit P-75 Normal	Park 75, Normal input channel
Brit P-75 Bright	Park 75, Bright input channel
Brit J-800	Marshall® JCM-800
Bomber Uber	2002 Bogner Uberschall
Treadplate	Mesa/Boogie® Dual Rectifier®
Angel F-Ball	Engl® Fireball 100
Line 6 Elektrik	A face-melting Line 6 original

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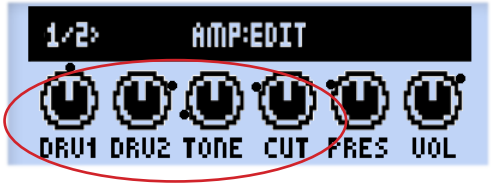
Amp Control Labels

For some Amp Models, you'll see slightly different labels for the Amp Tone knobs displayed in the Amp:Edit screen. In the cases where the classic amps we've modeled include special knob controls, we've emulated their behaviors accordingly. These are listed as follows...

- **Super O:** The actual Supro® only has a Drive and a Tone knob, so we mapped Tone to the **MID** knob and invented Bass, Treble, and Presence controls:

Super O Amp:Edit screen

- **Divide 9/15:** The Divided by 13 amp offers two interactive channels. The **DRIVE** knob controls the "clean" channel, and the **BASS** knob is being used as the Drive knob for the "dirty" channel. The **MID** & **TREBLE** knobs behave like the amp's Tone & Cut knobs.



Divide 9/15 Amp:Edit screen

- **Class A-15 & Class A-30TB:** Following the Vox® design, we've labeled the **MID** knob as "Cut" for these two Amp Models - turning the knob counter-clockwise reduces the high-end frequencies.

Class A-15 & Class A-30TB Amp:Edit screen

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Cab Models

To follow is a table showing the classic speaker cabinets upon which our Cab Models are based.*

POD HD Cab Models	
Cab Model	**Based On...***
212 Blackface Double	Fender® "Blackface" Twin Reverb® combo cabinet, 2x12 inch Jensen® speakers
412 Hiway	Hiwatt® cabinet, 4x12 inch Fane® 12287 50 watt speakers
6x9 Super O	Supro® S6616 combo cabinet, one "6x9" size speaker
112 Field Coil	Gibson® EH-185 combo cabinet, 1x12 Field Coil Speaker
410 Tweed	'59 Fender® Tweed Bassman® combo cabinet, 4x10 inch Jensen® alnico speakers
112 BF 'Lux	Fender® "Blackface" Deluxe Reverb® combo cabinet , one 12 inch Oxford 12K5-6 speaker
112 Celest 12-H	Divided By 13 9/15 combo cabinet, one 12 inch Celestion® G12H Heritage (70th anniversary) speaker
212 PhD Ported	Dr. Z®, Z Best cabinet, 2x12 inch Celestion® speakers (one G12H Heritage and one Vintage 30)
112 Blue Bell	'61 "Fawn" Vox® AC-15 combo cabinet, one 12 inch Celestion® Alnico Blue speaker
212 Silver Bell	Vox® AC-30 "Top Boost," 2x12 inch Celestion® Alnico Silver Bell speakers
412 Greenback 25	Marshall® cabinet, 4x12 inch Celestion® G12M "Greenback" speakers
412 Blackback 30	Marshall® cabinet, 4x12 inch Celestion® Rola G12H30W "Blackback" speakers
412 Brit T-75	Marshall® cabinet, 4x12 inch Celestion® G12T75 speakers
412 Uber	Bogner Uberschall cabinet, 4x12 inch Celestion® speakers (2 x G12T75 and 2 x Vintage 30 speakers)
412 Tread V-30	Mesa/Boogie® cabinet, 4x12 inch Celestion® Vintage 30 speakers
412 XXL V-30	Engl® Pro cabinet, 4x12 inch Celestion® Vintage 30 speakers

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FX Models

POD® HD includes a plethora of amazing FX Models, primarily from the popular Line 6 M13 Stompbox Modeler! This chapter provides Reference Tables showing all POD HD FX Models by category, as well as details on their parameters. FX Model parameters are all accessible within the Edit Mode. Please see "FX Edit Mode" on page 5•1 for details on Edit Mode features.

TIP: For more details about the POD HD FX Models, please also check out the *POD HD Model Gallery* and *M13 Advanced Guide* documents, available from http://line6.com/support/manuals/.

Dynamics Models

Dynamics FX Models - Parameter Reference Table					
Model	**Parameters**				
Noise Gate	Threshold	Decay	--	--	--
Tube Comp	Threshold	Level	--	--	--
Red Comp	Sustain	Level	--	--	--
Blue Comp	Sustain	Level	--	--	--
Blue Comp Treb	Sustain	Level	--	--	--
Vetta Comp	Sensitivity	Level	--	--	--
Vetta Juice	Amount	Level	--	--	--
Boost Comp	Drive	Bass	Comp	Treble	Output

Common Parameters

The following parameters are common to most Dynamics FX Models.

- **Threshold:** For compressor FX, lower values result in greater compression, along with an automatic makeup gain stage dependent upon the Threshold setting.
- **Sustain:** Some compressors include Sustain, which is much the same as a Threshold control, but functions in reverse - higher settings add more compression and thus more sustain and squishy goodness.
- **Level:** Adjusts the overall volume - higher settings typically offer an output boost.

Distortion Models

Distortion Model - Parameter Reference Table					
Model	**Parameters**				
Tube Drive	Drive	Bass	Mid	Treble	Output
Screamer	Drive	Bass	Tone	Treble	Output
Overdrive	Drive	Bass	Mid	Treble	Output
Classic Dist	Drive	Bass	Filter	Treble	Output
Heavy Dist	Drive	Bass	Mid	Treble	Output
Color Drive	Drive	Bass	Mid	Treble	Output
Buzz Saw	Drive	Bass	Mid	Treble	Output
Facial Fuzz	Drive	Bass	Mid	Treble	Output
Jumbo Fuzz	Drive	Bass	Mid	Treble	Output
Fuzz Pi	Drive	Bass	Mid	Treble	Output
Jet Fuzz	Drive	Fdbk	Tone	Speed	Output
Line 6 Drive	Drive	Bass	Mid	Treble	Output
Line 6 Distortion	Drive	Bass	Mid	Treble	Output
Sub Octave Fuzz	Drive	Bass	Sub	Treble	Output
Octave Fuzz	Drive	Bass	Mid	Treble	Output

Common Parameters

The following parameters are common to most Distortion FX Models.

- **Drive:** Adjusts the amount of overdrive, distortion or fuzz.
- **Bass:** Adjusts Bass EQ level
- **Mid:** Adjusts the Midrange EQ level.
- **Treble:** Adjusts Treble EQ level.
- **Output:** Adjusts the overall volume level - higher settings offer an output boost.

Modulation Models

Modulation Models - Parameter Reference Table					
Model	**Parameters**				
Pattern Tremolo	Speed	Step 1	Step 2	Step 3	Step 4
Panner	Speed	Depth	Shape	VolSens	Mix
Bias Tremolo	Speed	Level	Shape	VolSens	Mix
Opto Tremolo	Speed	Level	Shape	VolSens	Mix
Script Phase	Speed	--	--	--	--
Panned Phaser	Speed	Depth	Pan	Pan Spd	Mix
Barberpole Phaser	Speed	--	Fdbk	Mode	Mix
Dual Phaser	Speed	Depth	Fdbk	LFO Shp	Mix
U-Vibe	Speed	Depth	Fdbk	VolSens	Mix
Phaser	Speed	Depth	Fdbk	Stages	Mix
Pitch Vibrato	Speed	Depth	Rise	VolSens	Mix
Dimension	Sw1	Sw2	Sw3	Sw4	Mix
Analog Chorus	Speed	Depth	Ch Vib	Tone	Mix
Tri Chorus	Speed	Depth	Depth2	Depth3	Mix
Analog Flanger	Speed	Depth	Fdbk	Manual	Mix
Jet Flanger	Speed	Depth	Fdbk	Manual	Mix
AC Flanger	Speed	Width	Regen	Manual	--
80A Flanger	Speed	Range	Enhance	Manual	Even Odd
Frequency Shifter	Freq	Mode	--	--	Mix
Ring Modulator	Speed	Depth	Shape	AM/FM	Mix
Rotary Drum	Speed	Depth	Tone	Drive	Mix
Rotary Drm/Hrn	Speed	Depth	Horn Dep	Drive	Mix

Common Parameters

The following parameters are common to most Modulation FX Models.

- **Speed:** Adjusts the modulation/oscillation/tremolo speed for the effect, with higher settings providing faster rates. Note that the Speed can be adjusted to a **Hz** value or **Note Division**:
  - Choosing a **Hz** value provides a specific modulation speed in cycles per second.
  - Choosing a **Note Division** value provides a time that is based on the current **Tap Tempo** (see "Tap Tempo" on page 1•5).
- **Depth:** Adjusts the intensity of the modulation. Higher settings result in more extreme pitch bending, wobble or throb, depending on the effect.
- **Fdbk (Feedback):** The amount of delayed signal that is fed back into the effect. Higher settings can provide more dramatic textures.
- **Mix:** Sets the balance of the "Dry" and "Wet" signals. At 0% no effect is added to your signal; at 100% you will hear the effected signal only. For Chorus, Flanger & Phase FX, results are typically best with the Mix set between 0 to 50%. For Vibrato, Tremolo and Rotary FX, try the Mix at 90 - 100%. Feel free to experiment!

Note that the Script Phase, Pattern Tremolo , AC Flanger & 80a Flanger do not offer a Mix parameter. Their dry/wet balance is "fixed" just like the classic pedals that inspired them!

Filter Models

Filter Models - Parameter Reference Table					
Model	**Parameters**				
Voice Box	Speed	Start	End	Auto	Mix
V-Tron	Start	End	Speed	Mode	Mix
Q Filter	Freq	Q	Gain	Type	Mix
Vocoder	Mic	Input	--	Decay	Mix
Seeker	Speed	Freq	Q	Steps	Mix
Obi Wah	Speed	Freq	Q	Type	Mix
Tron Up	Freq	Q	Range	Type	Mix
Tron Down	Freq	Q	Range	Type	Mix
Throbber	Speed	Freq	Q	Wave	Mix
Slow Filter	Freq	Q	Speed	Mode	Mix
Spin Cycle	Speed	Freq	Q	VolSens	Mix
Comet Trails	Speed	Freq	Q	Gain	Mix
Octisynth	Speed	Freq	Q	Depth	Mix
Synth O Matic	Freq	Q	Wave	Pitch	Mix
Attack Synth	Freq	Wave	Speed	Pitch	Mix
Synth String	Speed	Freq	Attack	Pitch	Mix
Growler	Speed	Freq	Q	Pitch	Mix

Common Parameters

The following parameters are common to most Filter FX Models.

- **Frequency:** Selects the center frequency used by the effect.
- **Q:** Adjusts the frequency width of the filter in use.
- **Speed:** Adjusts the rate of the model's modulation or oscillators, can be adjusted to a **Hz** value or **Note Division**:
  - Choosing a **Hz** value provides a specific modulation speed in cycles per second.
  - Choosing a **Note Division** value provides a time that is based on the current **Tap Tempo** (see "Tap Tempo" on page 1•5)

- **Mix:** Sets the balance of the "Dry" and "Wet" signals. At 0% no effect is added to your signal; at 100% you will hear the effected signal only. For most Filter FX, try the 100% setting to achieve the full weirdness factor.

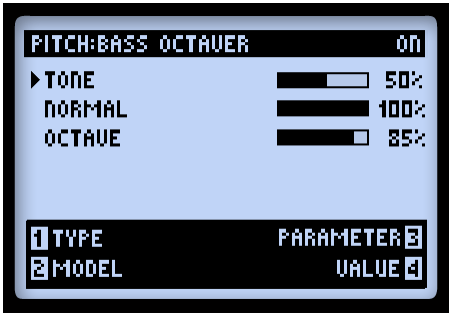
Pitch Models

Pitch Models - Parameter Reference Table					
Model	**Parameters**				
Bass Octaver	Tone	Normal	Octave	--	--
Pitch Glide	Pitch	--	--	--	Mix
Smart Harmony	Key	Shift	Scale	--	Mix

Pitch FX Model Parameters

Since these FX are a bit more complex, we've provided examples of each Pitch FX Model's Edit Mode screen and parameter descriptions.

Bass Octaver



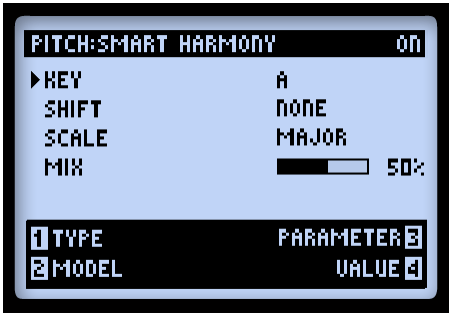
- **Tone:** The overall tone of the effect.
- **Normal:** Controls the volume of the dry signal.
- **Octave:** Controls the volume of the processed, octave signal.

Pitch Glide

This effect is best used by assigning a Line 6 FBV™ Pedal Controller to the Pitch parameter to "wham" out some wild pitch-bending effects (see "Expression Pedal Assignment" on page B•16). However, you can set a specified pitch to add a static harmony or octave unison note that follows your playing.

- **Pitch:** Manually lets you select the Pitch of the note that is heard in unison with your input signal.
- **Mix:** Controls the balance of wet & dry signals. Set to 100% if you wish to hear only the pitched signal, or somewhere near 50% to hear both your input signal plus the pitched signal.

Smart Harmony



Select a Scale, Key and Shift value and our DSP algorithms will do the rest, producing a perfect harmony note along with your guitar riffs. The available parameters are:

- **Key:** Select the Key you'll be playing in.
- **Shift:** Determines the interval value for the desired harmony note.
- **Scale:** Select the Scale you'd like to use (see the following instructions and table).
- **Mix:** Sets the balance or your dry signal + harmony notes.

The Smart Harmony effect automatically detects your guitar's single-note pitch and shifts it to match a user-selected Key and Scale. A choice of Keys is provided - Consult the table below to achieve other scalic modes.

- Choose your Key on the left, then your mode on the top.
- The cell where the two connect is the Key to choose to get to the mode you'd like. For example, for C - Lydian, the Scale you want is G Major.

	Mode						
Key	**Ionian**	**Dorian**	**Phrygian**	**Lydian**	**Mixolydian**	**Aeolian**	**Locrian**
A	A Maj	G Maj	F Maj	E Maj	D Maj	C Maj	Bb Maj
B	B Maj	A Maj	G Maj	Gb Maj	E Maj	D Maj	C Maj
C	C Maj	Bb Maj	Ab Maj	G Maj	F Maj	Eb Maj	Db Maj
D	D Maj	C Maj	Bb Maj	A Maj	G Maj	F Maj	Eb Maj
E	E Maj	D Maj	C Maj	B Maj	A Maj	G Maj	F Maj
F	F Maj	Eb Maj	Db Maj	C Maj	Bb Maj	Ab Maj	Gb Maj
G	G Maj	F Maj	Eb Maj	D Maj	C Maj	Bb Maj	Ab Maj

Smart Harmony Model - Scale Reference Table

EQ Models

EQ Models - Parameter Reference Table					
Model	**Parameters**				
Graphic EQ	80Hz	220Hz	480Hz	1.1kHz	2.2kHz
Parametric EQ	Lows	Highs	Freq	Q	Gain
Studio EQ	Low Freq	Low Gain	Hi Freq	Hi Gain	Gain
4 Band Shift EQ	Low	Low Mid	Hi Mid	Hi	Shift
Mid Focus EQ	Hi Pass Freq	Hi Pass Q	Low Pass Freq	Low Pass Q	Gain

Common Parameters

The following parameters are common to EQ Models.

- **Frequency (as well as Low, Mid, High):** Selects the center frequency or range for the particular EQ Band. (The Graphic EQ model includes "fixed" Bands where the gain is adjustable for each.)
- **Q:** Adjusts the frequency width or shape of the frequency band filter.
- **Gain:** Adjust the output level of the particular Band. (The Gain parameters accessed by Multi-function Knob #4 adjust the overall output level.)

Delay Models

Delay Models - Parameter Reference Table					
Model	**Parameters**				
Ping Pong	Time	Fdbk	Offset	Spread	Mix
Dynamic Dly	L Time	L Fdbk	R Time	R Fdbk	Mix
Stereo Delay	Time	Fdbk	Thresh	Ducking	Mix
Digital Delay	Time	Fdbk	Bass	Treble	Mix
Dig Dly W/Mod	Time	Fdbk	ModSpd	Depth	Mix
Reverse	Time	Fdbk	ModSpd	Depth	Mix
Lo Res Delay	Time	Fdbk	Tone	Res	Mix
Tube Echo	Time	Fdbk	Wow/Flt	Drive	Mix
Tube Echo Dry	Time	Fdbk	Wow/Flt	Drive	Mix
Tape Echo	Time	Fdbk	Bass	Treble	Mix
Tape Echo Dry	Time	Fdbk	Bass	Treble	Mix
Sweep Echo	Time	Fdbk	Swp Spd	Swp Dep	Mix
Sweep Echo Dry	Time	Fdbk	Swp Spd	Swp Dep	Mix
Echo Platter	Time	Fdbk	Wow/Flt	Drive	Mix
Echo Platter Dry	Time	Fdbk	Wow/Flt	Drive	Mix
Analog W/Mod	Time	Fdbk	ModSpd	Depth	Mix
Analog Echo	Time	Fdbk	Bass	Treble	Mix
Auto-Volume Echo	Time	Fdbk	ModDep	Swell	Mix
Multi-Head	Time	Fdbk	Heads 1-2	Heads 3-4	Mix

Common Parameters

The following parameters are common to most Delay FX Models.

- **Time:** Adjusts the delay/repeat time, with higher settings providing longer delays. Time can be adjusted to a **MS** value or **Note Division**:
  - Choosing a **MS** value provides a specific time in milliseconds.
  - Choosing a **Note Division** value provides a time that is based on the current **Tap Tempo** (see "Tap Tempo" on page 1•5).

- **Fdbk (Feedback):** Sets the number of delayed repeats.
- **Depth:** Some delays include modulation. These will typically include a Depth parameter to adjust the intensity of the pitch modulation applied to the repeats.
- **ModSpd:** Control the speed of the pitch modulation.
- **Mix:** Sets the balance of the "Dry" and "Wet" signals. At 0% no effect is added to your signal; at 100% you will hear the delayed signal only.

Reverb Models

Reverb Models - Parameter Reference Table				
Model	**Parameters**			
Plate	Decay	PreDelay	Tone	Mix
Room	Decay	PreDelay	Tone	Mix
Chamber	Decay	PreDelay	Tone	Mix
Hall	Decay	PreDelay	Tone	Mix
Echo	Decay	PreDelay	Tone	Mix
Tile	Decay	PreDelay	Tone	Mix
Cave	Decay	PreDelay	Tone	Mix
Ducking	Decay	PreDelay	Tone	Mix
Octo	Decay	PreDelay	Tone	Mix
Spring	Decay	PreDelay	Tone	Mix
'63 Spring	Decay	PreDelay	Tone	Mix
Particle Verb	Dwell	Condition	Gain	Mix

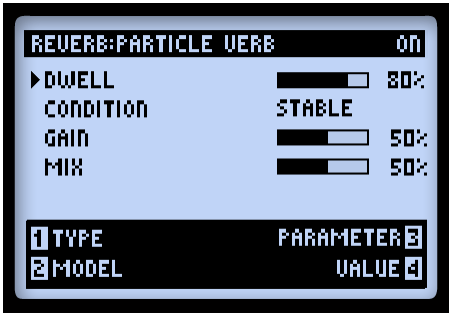
Common Parameters

The following parameters are common to all Reverb Models, with the exception of the Particle Verb Model, which we've described separately.

- **Decay:** Sets the length of time the reverb effect sustains.
- **Predelay:** Configures the time before the reverb effect is heard.

- **Tone:** Adjusts the overall Tone of the wet reverb signal. Higher settings provide a brighter, more reflective reverb quality.
- **Mix:** Sets the balance of the dry & wet signals, from 0% (dry signal only) to 100% (wet reverb signal only).

Particle Verb



A new kind of reverb effect which turns your chords into a lush modulated pad in STABLE mode. CRITICAL mode is similar, but with a slight rise in pitch. In HAZARD mode, all stops are removed. The parameters for this model differ from the other Reverbs:

- **Dwell:** Essentially a decay parameter, which adjusts the length of time the reverb tail lasts.
- **Condition:** Choose between STABLE, CRITICAL and HAZARD here for some different reverb experiences!
- **Gain:** Sets overall output level of the effect.

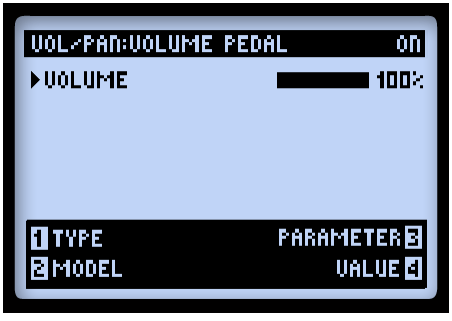
Volume/Pan & Wah Models

The **Volume/Pan** and **Wah** sets of Models are primarily designed to be used with an FBV Controller Pedal.* However, you can also assign the **TWEAK** Controller to any of these FX models' "Position" parameters and manually work the effect - see "Tweak Knob Assignment" on page 3•6.

***When you add any Wah or Volume Model to your tone, the EXP 1 and EXP 2 Controllers are automatically assigned! Please see "Expression Pedal Assignment" on page B•16 for more information.**

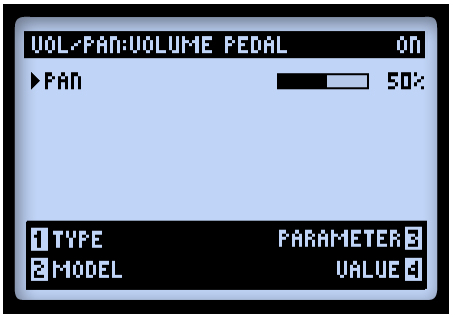
Volume/Pan Models - Parameter Reference Table	
Model	**Parameter**
Volume	Volume Level
Pan	Pan L-R Balance

Volume



Volume: Adjusts the signal level. 100% is unity gain. This parameter can be accessed via the Multi-function knob at any time. With your **TWEAK** knob or FBV Pedal assigned to control the Volume, you'll see this Volume parameter visually adjust with the knob/pedal as well.

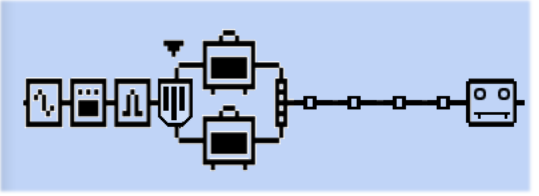
Pan



- **Pan:** Adjusts the signal balance sent to the left and right stereo channels. 0% sends full left, 50% sends equally left & right, and 100% sends full right.

The audible effect heard when using the Pan can differ quite a bit depending on the position in your signal chain and what types of FX follow it. Here are a few examples:

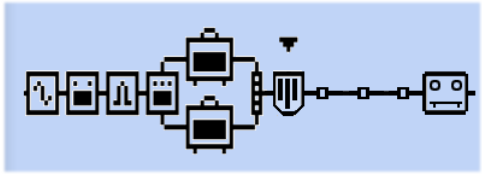
Before Path A & B split



Pan positioned before Path A & B split

When placed here, your guitar signal is panned left to Path A and right to Path B. This can be a cool way to "blend" the sounds of two Amp models.

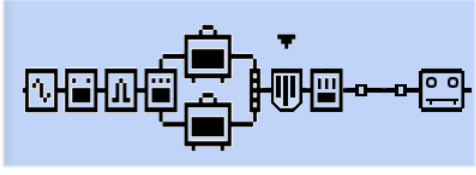
After Path A & B Mixer



Pan positioned after Path A & B Mixer

In this position, the stereo left & right signals fed into the Pan is determined by your Mixer Pan settings. The Pan effect then pans these signal to the left and right main outputs. Obviously, you'll only benefit from using the Pan in this post-Mixer position when utilizing both the left and right outputs from POD HD.

Placing a Mono Output FX Model after the Pan



Mono FX Model (EQ) positioned after Pan

Just as with all stereo FX Models, when a mono FX Model is placed after the Pan, the Pan Model's output will become "mono-ized, as described in "Model Types and Mono/Stereo Signal Routing" on page 3•5. Therefore, you'll typically want to avoid placing a mono FX Model later within the same signal path as the Pan Model.

Wah Models

Wah Models - Parameter Reference Table		
Model	**Parameters**	
Fassel	Position	Mix
Conductor	Position	Mix
Throaty	Position	Mix
Colorful	Position	Mix
Vetta Wah	Position	Mix
Chrome	Position	Mix
Chrome Custom	Position	Mix
Weeper	Position	Mix

Common Parameters

Each Wah offers the following two parameters:

- **Position:** This controls the "sweep" of the Wah. Any Wah Model is best used with this parameter assigned to an FBV pedal, however, you can also access this parameter with the Multi-function Knob, or assigned to your **TWEAK** knob, such as to dial in a "parked" Wah tone.
- **Mix:** Sets the balance of the "Dry" and "Wet" signals. At 0% no Wah effect is added to your signal; at 100% you will hear the Wah-effected signal only. Try lowering the Mix to less than 100% for a more subtle effect!

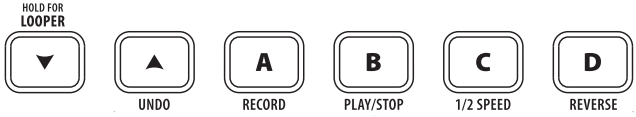
Looper Mode

The Looper in POD® HD offers you up to 48 seconds of mono recording time (in Half-Speed Mode) or 24 seconds recording time (in Normal Mode), as well as the ability to undo, record overdubs, playback Loops at half speed, in reverse, and more! Most Looper functions are accessible from the buttons on your POD HD device. Or, connect a Line 6 FBV™ Foot Controller for full, hands-free Looping!

Footswitch assignments to the Looper vary among the supported Line 6 FBV Controller models - please see "Appendix B: FBV Foot Controllers" on page B•1 for the full info.

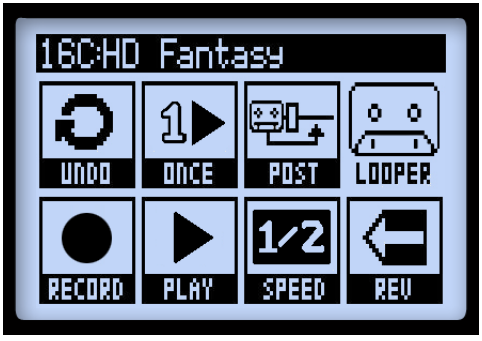
Looper Controls & Performance View

Hold the POD HD **Bank Down** button to toggle the Looper Mode On/Off - The button remains lit when Looper Mode is active. When in Looper Mode, the **Bank Up** and **A**, **B**, **C** & **D** buttons then provide access to the Looper functions, as indicated by the gold-colored labels below each button.



Looper Mode functions for POD HD buttons

Additionally, the Looper screen of the Performance View displays the behavior of all Looper functions.* You can think of these as "this is what will happen when the respective button is pressed" indicators. Press the **VIEW** button to show this screen whenever you use the Looper. (Also see the Looper - Performance View options , "Page 1, Setup:Utilities Options" on page 2•2.)



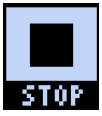
The Performance View, Looper screen

***Note: The "Play Once" and "Pre/Post" Looper Block position options are not accessible via POD HD buttons. Play Once is accessible only with FBV Controller devices. The Looper Block is moveable like any FX Model Block within the Signal Flow View screen.**

To follow are descriptions of the functions shown in the Looper screen.

UNDO - Use the **Bank Up** button to "undo" the last recorded overdub. You can press this button while actively in Overdub-Record mode, Loop Playback mode, or while stopped and only the last recorded overdub is erased. This function will not erase the originally recorded Loop.

PLAY ONCE - Pressing the FBV footswitch plays your recorded Loop (including overdubs, if you've recorded any) for one cycle. Cool for triggering a pre-recorded phrase on demand!

- 

While playback is active, the Play/Stop icon appears as "STOP," to indicate that it can be pressed to stop playback immediately.

PRE/POST - The Looper Block can be moved to either a "Pre" or "Post" position within the Signal Flow View, which dictates whether Amp & FX processing is added to your guitar signal during the recording of your Loop, or only for the Loop's playback.

- **PRE :** Your guitar signal is recorded unprocessed (i.e. - the Loop is recorded "pre" Amp & FX processing). When played back, the Loop audio is mixed with incoming guitar to feed the current Preset's Amp & FX processing. If you change Presets or tone settings while set to **PRE**, you'll hear them applied to your Loop playback.
    -

When the Looper is set to **PRE**, the Pre/Post icon appears as "POST," to indicate that the Looper Block can be moved to the "POST" position.

- **POST:** Your guitar signal is recorded processed (i.e. - the Loop is recorded "post" Amp & FX processing). When played back, the Loop audio is mixed with incoming guitar AFTER the guitar signal has been processed through the Amp and FX. This provides the ability select a new Preset which is applied only on your guitar input, while the Loop plays back with the original recorded Preset tone!
    -

When the Looper is set to **POST**, the Pre/Post icon appears as "PRE," to indicate that the Looper Block can be moved to the "PRE" position.

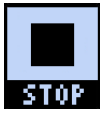
Note: If you record your Loop in POST mode and then switch to PRE for Loop playback, this results in the current Amp+FX to be applied to the Loop playback (where the Loop was already recorded with Amp+FX applied). Be aware that this can cause the Loop playback to be significantly louder!

RECORD/OVERDUB - To record a Loop, press the **RECORD** (**A**) button and the Looper will immediately start recording. The button will remain lit while recording is active. You'll see the Performance View display the following:

-

The Record function shows "DUB IN." Pressing the **RECORD** button will immediately put you into Overdub-Record mode.
    -

If you press **RECORD** at this time, whatever you play will be recorded on top of the original Loop recording, and you'll see the Performance View indicator show "DUB OUT." Press the button again to stop the overdub recording.

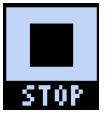
- 

The Play/Record function shows "STOP" to indicate that pressing the **PLAY/STOP** button will stop playback & recording.

Note: Once you have a Loop recorded, you can layer an overdub on top of your current Loop at any time. Simply play back the Loop and step on the REC/OVERDUB switch press the RECORD button *while the Loop is playing*. Your new live guitar will be recorded on top of your previously recorded Loop. You can repeat this step and layer as many overdubs as you like!

If you press RECORD while Loop playback is stopped, this will always record a new Loop, and any previously recording will be discarded.

PLAY/STOP - Press the **PLAY/STOP** (**B**) button to toggle Play/Stop for your recorded Loop. If you are actively recording a Loop, press this switch to stop recording and set your Loop "out" point. The button remains lit whenever playback is active.

- 

While playback is active, the Play/Stop icon appears as "STOP."

1/2 SPEED - Press the **1/2 SPEED** (**C**) button to toggle the 1/2 Speed feature On/Off. The button remains lit whenever 1/2 Speed is active.

Note that you can use the 1/2 Speed option for recording as well as playback. Specific behaviors apply to each - please see **"1/2 Speed Operation" on page 8•6.**

-

When 1/2 Speed is active, the Speed icon appears as "FULL."

-

When 1/2 Speed is Off, the Speed icon appears as "1/2."

REVERSE - Press the **REVERSE** (**D**) button to toggle the Reverse Play feature On/Off. All Loop playback is backwards when on. The button remains lit whenever Reverse is active.

-

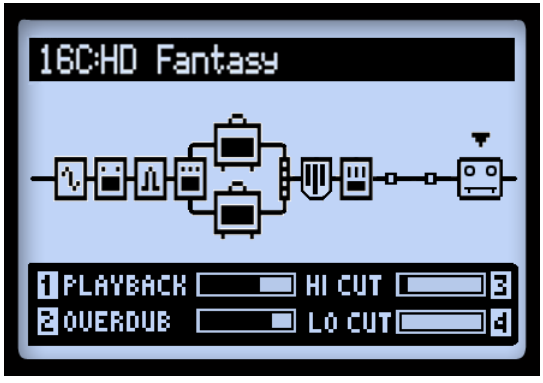
When Reverse is active, the Reverse icon appears as "FWD."

-

When Reverse is Off, the Reverse icon appears as "REV."

Looper Settings

Press the **VIEW** button to display the Signal Flow View screen and select the Looper to access several additional settings.



The Signal Flow View screen, Looper options

- **Playback (Knob 1) -** Use Multi-function Knob 1 to adjust the Looper playback volume. You may find it useful to turn this down a bit so that your live guitar can be slightly louder.
- **Overdub (Knob 2) -** Use Multi-function Knob 2 to adjust the level at which all Overdubs are recorded. This level does not affect the level of your original Loop recording.
- **Hi Cut (Knob 3) & Lo Cut (Knob 4) -** Use Multi-function Knobs 3 & 4 to adjust these EQ options, to reduce the treble and bass of your Loop playback. It can be helpful to reduce these to optimize the "mix" of your Loop playback with your live guitar. These controls reduce the High and Low frequencies more as you raise their values.

1/2 Speed Operation

The Looper utilizes both the 1/2 Speed and Full Speed options for recording and playback. These options directly affect the maximum Loop recording time.

POD HD Looper Record Time	
Full Speed	24 Seconds maximum
1/2 Speed	48 Seconds maximum

Specific behaviors apply, as follows:

- **Full Speed:** When set to **Full Speed** before recording, the Looper provides up to 24 seconds max. recording time.
  - Playback of the recorded Loop at the **Full Speed** setting is heard just as recorded.
  - If you change the setting to **1/2 Speed**, your recorded Loop is played back at half speed, as well as pitched one octave lower.
- **1/2 Speed:** When set to **1/2 Speed** before recording, the Looper provides up to 48 seconds maximum recording time.
  - Playback of the recorded Loop at the **1/2 Speed** setting is heard just as recorded.
  - If you change the setting to **Full Speed**, your recorded Loop is played back at double speed, as well as pitched one octave higher.

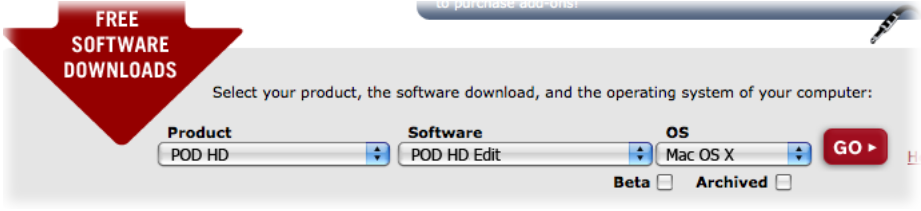
USB Audio

In this chapter, we'll cover the USB audio capabilities of POD® HD. With the installation of the Line 6 USB audio driver, you can use POD HD as a high quality audio interface for your Mac® or Windows® computer!

The Line 6 USB Audio Driver

Before you connect POD HD to your computer, it is recommended that you download and install the free **Line 6 POD HD Edit** software. This installs the necessary Line 6 USB Audio Driver, as well as the Line 6 Monkey update utility (also see "Appendix A: Line 6 Monkey" on page A•1). The latest POD HD Edit installer, as well as individual installers for the Driver & Line 6 Monkey, are also always available from http://line6.com/software.

***NOTE: As of the POD HD USB Device Driver version 5.7.0, Mac OS® X 10.4 (Tiger®) is no longer supported. To use the POD HD USB connection with a Mac® running OS® X 10.4, you'll need to download and install the earlier POD HD Driver version 5.1.2, available from http:line6.com/software/.**



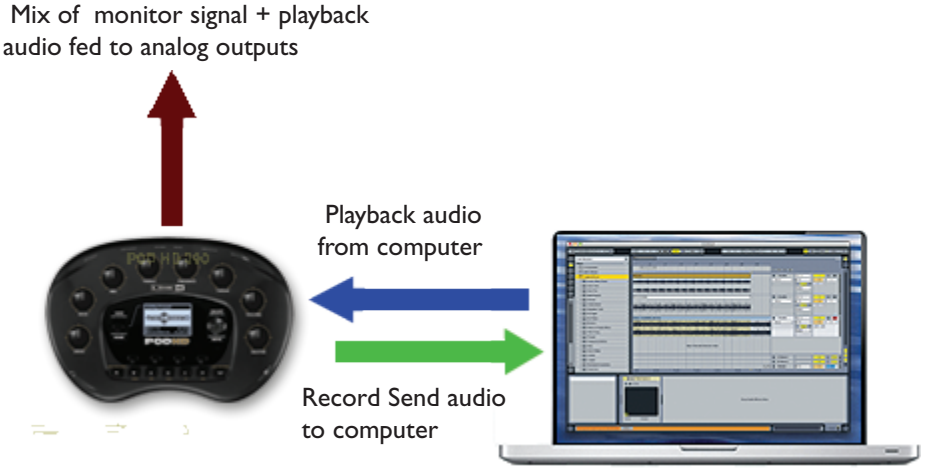
The Line 6 Software Downloads site - selecting the POD HD Edit software

Once installation is complete, just connect your device directly to a USB 2.0 port on your computer (***not*** into a USB hub) and power on your POD HD. Note that POD HD requires the use of a USB 2.0 port on your computer.

Also see the *POD HD Edit Installer Guide* and the *POD HD Edit Pilot's Handbook*, available from http://line6.com/support/manuals.

Audio Routing

When using the POD HD USB connection, the audio driver manages several tasks. The driver feeds the processed guitar signal out the USB Record Send to your computer and receives playback audio from the computer. It also grabs the processed guitar signal before routing it to the Record Send, to provide a low latency monitor signal, and then mixes the monitor signal with the playback audio and feeds this combined signal to your POD HD analog outputs.



USB audio routing provided by the Line 6 USB audio driver

The POD HD Record Send

As shown above, the Record Send is the virtual "pipeline" that carries your POD HD-processed, 24-bit digital signal across the USB connection, making it available to your audio software as an input signal for recording.

The Record Send appears as an available audio input/recording device within your audio software. Simply select this Send as the input for your audio track and you'll be able to record your POD HD signal. The level of the signal fed to the Send is affected by your POD HD controls: Mixer block Volume A & B, Amp Model Drive & Volume, FX Model Gain controls, Volume Pedal, etc., (but *not* the Master Volume knob). For the best recording quality, watch the input meters provided in your software and adjust your level to be at least halfway up, but never "clipping."

Note that the type of audio signal fed to the Record Sends is controlled by the Output Mode setting found in the POD HD Setup:Outputs screen. For most USB recording situations, you'll likely want to set this to "Studio/Direct." Please see "Page 4, Setup: Output Options" on page 2•5 for more info.

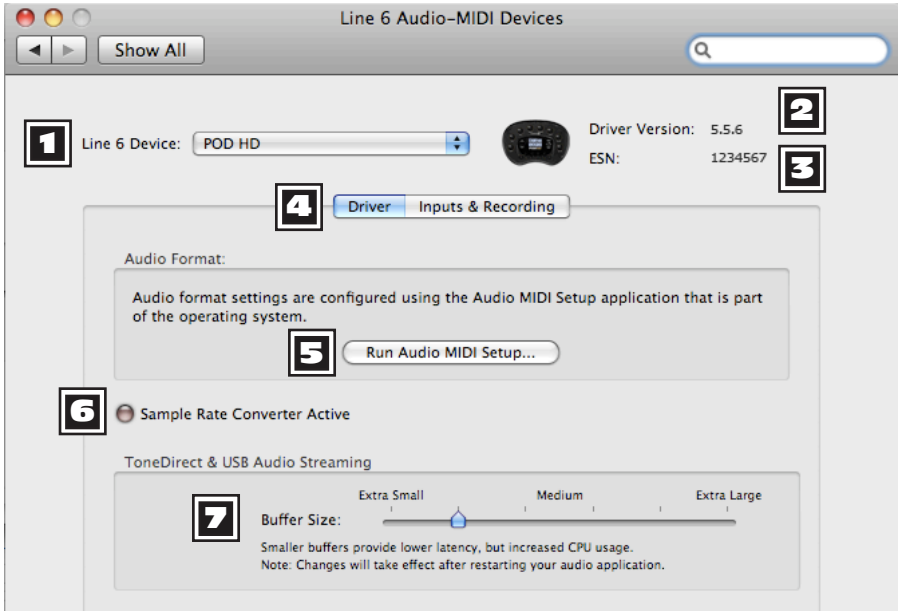
The Line 6 Audio-MIDI Devices Panel

The Line 6 Audio-MIDI Devices utility is the place where you configure various audio driver settings. The options in the Line 6 Audio-MIDI Devices dialog are slightly different if you are on a Mac® versus a Windows® system. See the following descriptions that match your setup: For Mac® see next section, or for Windows® see page 9•8.

Mac® - Line 6 Audio-MIDI Devices

Launch the Line 6 Audio-MIDI Devices utility from within the Mac® System Preferences. This utility provides access to several driver options.

Line 6 Audio-MIDI Settings - Driver Options (Mac®)



The Line 6 Audio-MIDI Settings window - Driver page

1 Device Selector: Select your POD HD here. If you have more than one supported Line 6 audio device connected, each will be selectable in this list.

2 Driver Version: Displays the current device's installed driver version number.

3 ESN: Displays the current device's unique Electronic Serial Number.

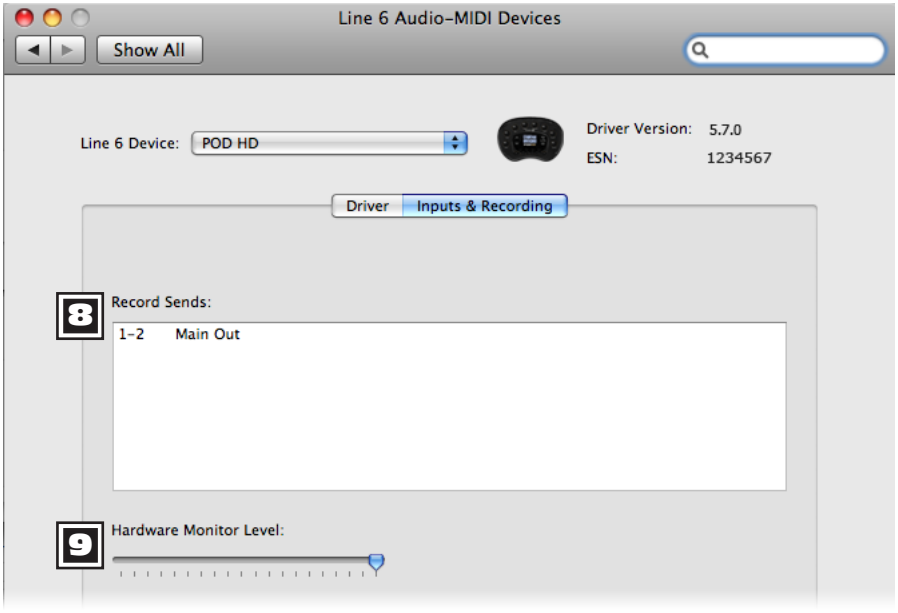
4 Driver/Inputs & Recording Selector: Choose between displaying the two pages of the Driver Options window. (Also see "Inputs & Recording Page" on page 9•5.)

5 Run Audio MIDI Setup: Mac® Core Audio interface driver settings are configured in the Mac OS® X Audio MIDI Setup utility. This button launches this dialog for you (see "Mac® - Line 6 Audio-MIDI Devices" on page 9•3).

6 Sample Rate Converter Active: You'll see this indicator light up whenever the device is operating at a sample rate other than its native 48kHz rate. In addition to 48kHz, POD HD supports 44.1kHz, 88.2kHz and 96kHz rates by utilizing an internal sample rate converter. Please check your specific software's documentation for details on configuring its audio sample rate.

7 USB Audio Streaming Buffer: Adjusts the buffer size for the audio responsiveness of the Input Monitoring signal. Basically, the default setting should be fine for most systems, but if getting audio dropouts or working with large CPU demands on your system, raise the slider a notch or two to the right until it alleviates the problem.

Inputs & Recording Page



The Line 6 Audio-MIDI Settings window - Inputs & Recording page

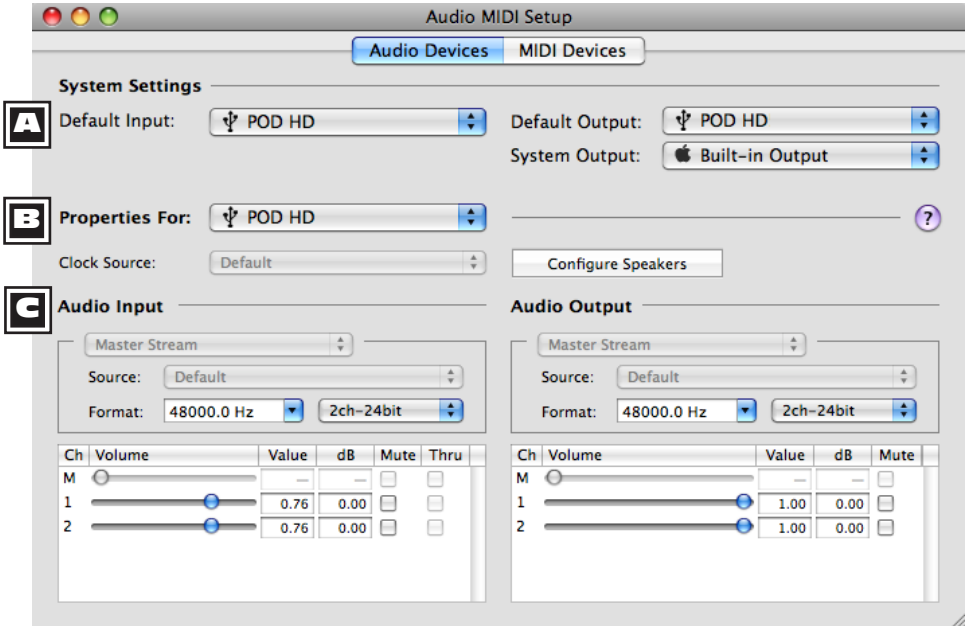
8 **Record Sends List:** Displayed here are the Record Sends for the current Line 6 device that will be available to your audio software. For POD HD you'll see the one, stereo "**1-2 Main Out**" Record Send.

9 **Hardware Monitor Level:** This slider independently controls the volume of your processed guitar tone output for monitoring (the signal fed to the device's main outputs). It does not affect the level of the signal fed to your computer via the Record Send. This allows you to balance your guitar's monitor level against the playback audio from your computer, such as when recording in DAW software.

If using POD HD as the audio interface for recording into a DAW application, then your DAW may also offer its own "software monitoring" function. You may want to use the DAW's software monitoring in some scenarios, such as if you want to hear your guitar signal processed with plug-ins on the DAW track. When utilizing DAW software monitoring, you'll want to set this slider's level to minimum to allow you to hear only the DAW software monitoring signal.

Mac OS® X Audio MIDI Setup Utility

POD HD utilizes the Mac® Core Audio driver type, making it a compatible audio interface for practically any Mac® audio/multimedia software. As with most Core Audio devices, some settings are found in the Audio Devices page of the Mac® Audio MIDI Setup dialog.



*The Audio MIDI Setup utility - Mac OS® X 10.5**

***Note: The Audio MIDI Setup utility window within Mac OS® X 10.6 has a slightly different layout, but offers the same options and functionality as described here.**

A System Settings:

- The **Default Input** and **Default Output** options allow you to choose the audio interface you want your Mac® audio applications to use by default. If you want this to be your Line 6 device, select it here.
- The **System Output** option allows you to choose which audio interface the Mac® System sounds are played through.

B **Device Properties:** Choose your POD HD device here to allow the Audio Input and Audio Output options display its settings.

C **Audio Input & Output Options:** If you've selected your POD HD in the Device Properties, these settings will all refer to your POD HD device:

- You'll see the Input and Output selectors both disabled, showing **Master Stream** for each. POD HD includes one stereo "fixed" Input (Record Send 1-2) and one fixed stereo Output (Out 1-2).
- The **Source** options are also disabled for POD HD.
- The **Format** selectors show you the Sample Rate* and Bit Depth that POD HD is operating at for recording. The Bit Depth for POD HD is fixed at 24 bit.

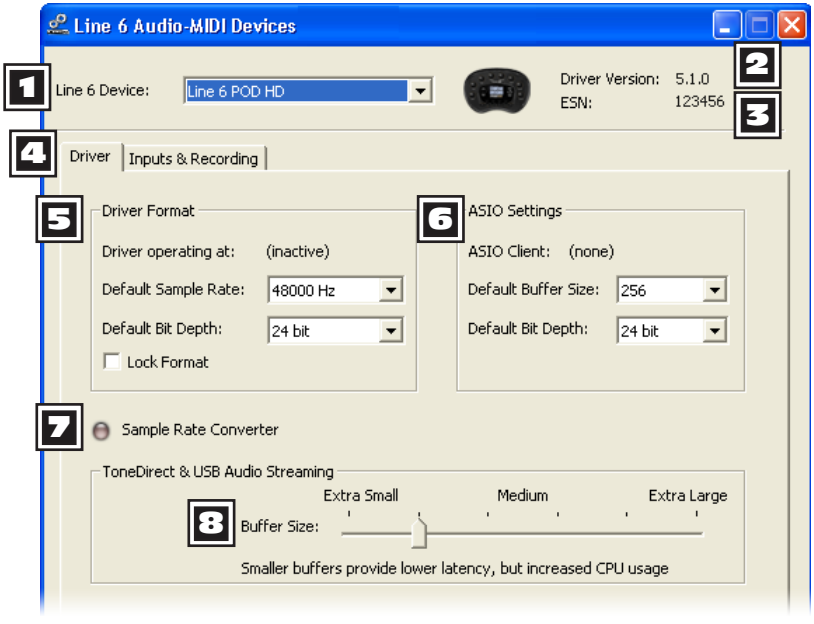
***It is recommended that you do not use the Sample Rate selectors in this window to set the sample rate when your audio software is running. Typically, your audio software will offer a sample rate option within its own "Preferences" settings.**

- The **Input Volume Sliders** offer level control for the Record Send signal fed to your recording software.
- The **Output Volume Sliders** offer stereo level control for your software's audio playback fed to POD HD.

Windows® - Line 6 Audio-MIDI Devices

The following settings are the same for Windows® XP, Windows Vista® or Windows® 7, unless otherwise noted.

Launch the Line 6 Audio-MIDI Devices from within the Windows® Control Panel. On Windows® systems, POD HD offers both a DirectSound and ASIO® recording driver for maximum compatibility with audio & multimedia software applications. It is always recommended that you select the ASIO® audio driver within your audio software, if supported, since this offers higher performance. When prompted for ASIO® driver settings, this dialog is where you will make them.



The Line 6 Audio MIDI Devices - Driver tab (Windows® XP)

1 Device Selector - Select your POD HD here. If you have more than one supported Line 6 audio device connected, each will be selectable in this list.

2 Driver Version - Displays the current device's installed driver version number.

3 ESN - Displays the current device's unique Electronic Serial Number.

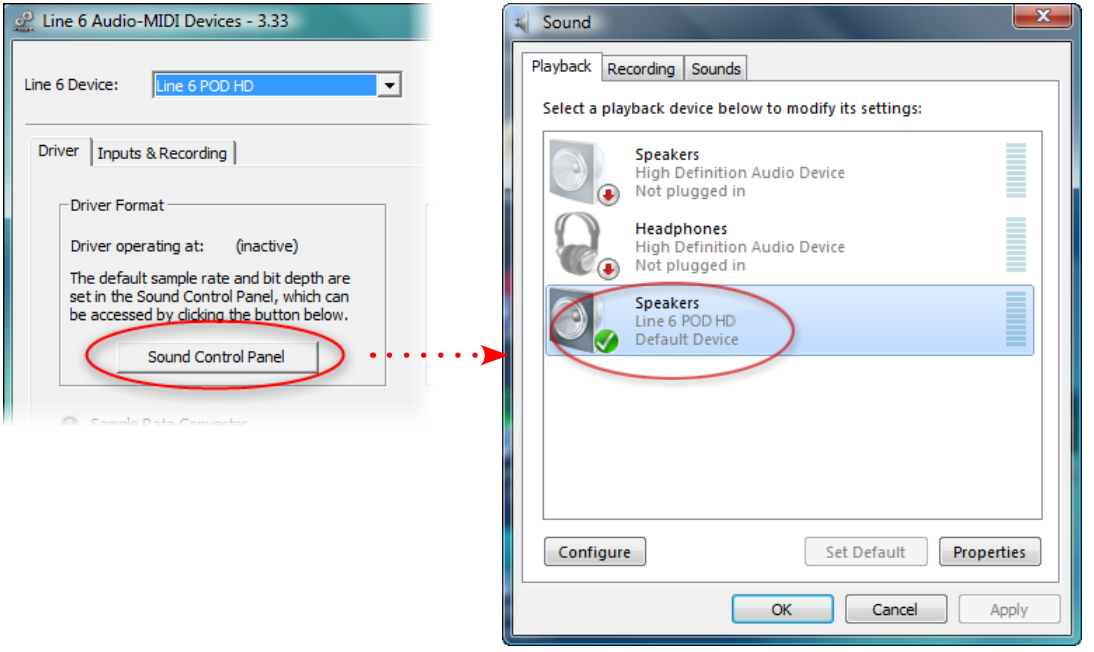
4 Driver/Inputs & Recording Selector - Choose between displaying the two tabs of the Driver Options window. (Also see "Inputs & Recording Page" on page 9•12.)

5 Driver Operation (Windows® XP only) - These options are only applicable for when an application utilizes the POD HD device via the Windows® DirectSound® driver. They will be non-selectable when in use via the ASIO® driver.

- **Driver operating at:** Displays the actual Sample Rate & Bit Depth the driver is operating at when in use by an audio application. If not in use, "inactive" is displayed.
- **Default Sample Rate & Bit Depth:** Use this option to set the default sample rate & bit depth that (non-ASIO®) applications will use when using POD HD as the audio interface.
- **Lock Driver Format:** When checked, this forces the DirectSound® driver to always operate at the Sample Rate and Bit Depth settings entered in the two fields above (as opposed to following the sample rate requested by a Windows® audio application).

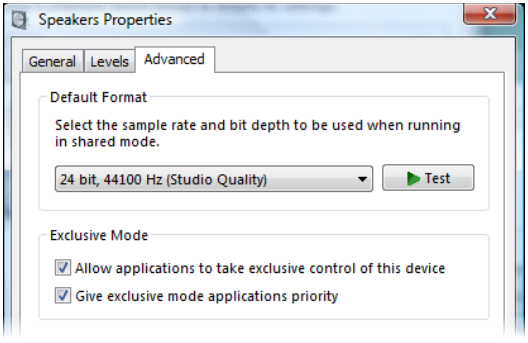
5 Driver Operation (Windows Vista® & Windows® 7)

On Windows® Vista & Windows® 7 you will see a **Sound Control Panel** button - click this to launch the Windows® Sound panel. Within the Sound panel's Playback and Recording tabs you can designate POD HD as the "Default" audio device if you want all your Windows® multimedia programs to utilize it as their sound card device.



POD HD selected as the Default Playback Device

You can also click on the **Properties** button in the Sound dialog to access the default format settings for the POD HD Sample Rate and Bit Depth when used with Windows® multimedia applications. (Note that if you are using an audio application that is set to utilize the ASIO® driver for your Line 6 device, then ASIO® communicates directly with the device, and these "default format" settings do not apply.)


Speakers Properties
General
Levels
Advanced
Default Format
Select the sample rate and bit depth to be used when running in shared mode.
24 bit, 44100 Hz (Studio Quality)
Test
Exclusive Mode
Allow applications to take exclusive control of this device
Give exclusive mode applications priority

The Window Vista/7 Control Panel>Sounds>Properties - Advanced tab

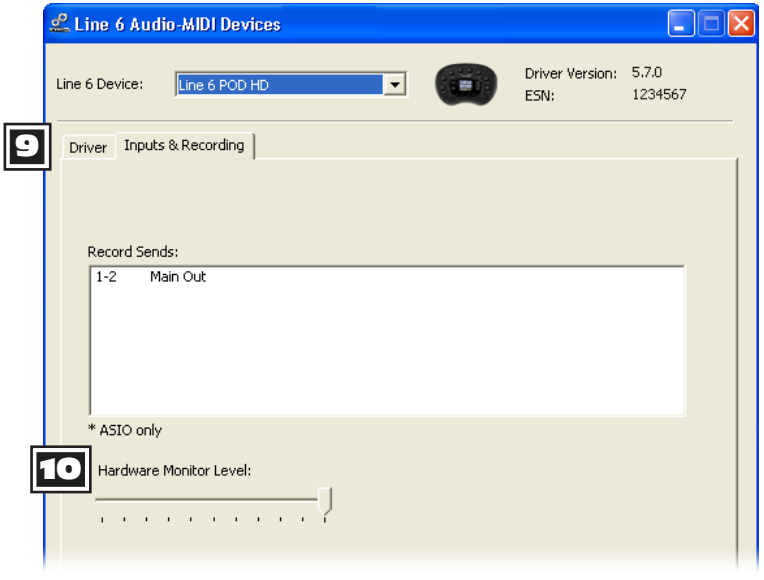
6 ASIO® Driver Settings

- **ASIO® Client:** If you are running audio software that is using POD HD as its ASIO® audio device, the name of the software will appear here.
- **Buffer Size:** The ASIO® buffer size in use, which will affect the "responsiveness" and "latency" of the DAW software. The lower the setting, the faster the response, but with the trade-off of higher processor usage and the risk of audio dropouts. Raise the value if you are getting inconsistent playback or recording in the audio software. 256 is generally a good setting to start with.
- **Bit Depth:** The ASIO® bit depth in use. It is recommended to use 24-bit here.

7 Sample Rate Converter Active - You'll see this indicator light up whenever the device is operating at a sample rate other than its native 48kHz rate. In addition to 48kHz, POD HD supports 44.1kHz, 88.2kHz and 96kHz rates by utilizing an internal sample rate converter.

8 USB Audio Streaming Buffer - This slider adjusts the buffer size for the audio responsiveness of the Input Monitoring signal. Basically, the default setting should be fine for most systems, but if getting audio dropouts or working with large CPU demands on your system, raise the slider a notch or two to the right until it alleviates the problem.

Inputs & Recording Page



The Line 6 Audio MIDI Devices - Inputs & Recording tab (Windows® XP)

9 Record Sends List: Displayed here are the Record Sends for the current Line 6 device that will be available to your audio software. For POD HD you'll see the one, stereo "**1-2 Main Out**" Record Send.

10 Hardware Monitor Level: This slider independently controls the volume of your processed Source Input tone output for monitoring (the signal fed to the device's main outputs). It does not affect the level of the signal fed to your computer via the Record Send. This allows you to balance your guitar's monitor level against the playback audio from your computer, such as when recording in DAW software.

If you are using POD HD as the audio interface for recording into a DAW application, then your DAW may also offer its own "software monitoring" function. You may want to use the DAW's software monitoring in some scenarios, such as if you want to hear your guitar signal processed with plug-ins on the DAW track. When utilizing DAW software monitoring, you'll want to set this slider's level to minimum to allow you to hear only the DAW software monitoring signal.

Appendix A: Line 6 Monkey

Line 6 Monkey™ is the free, intelligent updater software that can be used to keep your POD® HD, Line 6 FBV™ MkII Controller, and related Line 6 products, up to date. Line 6 Monkey is installed on your Mac® or Windows® computer along with the POD HD USB device drivers. If you have not yet installed the USB device drivers, you'll need to do so to utilize POD HD with your computer - see "USB Audio" on page 9•1. It's highly recommended to run Line 6 Monkey periodically to check for the latest updates.

Launch Line 6 Monkey

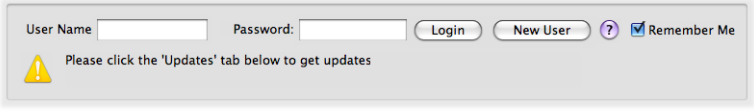
Connect POD HD to your computer's USB 2.0 port and power on your device. To launch Line 6 Monkey:

- On Mac®, go to /Applications/Line 6/Line 6 Monkey.
- On Windows®, go to Start menu\Programs\Line 6\Tools\Line 6 Monkey.

The following instructions are the same on Mac® or Windows®, unless otherwise noted.

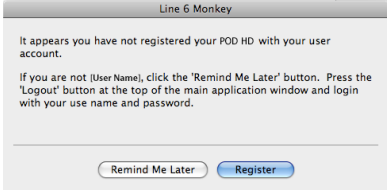
Login Account

You'll need to Login so that Line 6 Monkey can communicate with Line 6 and provide you with exactly what you need. It's just a few clicks, and it's free! If you have not yet created an account, click the **New User** button and you'll be walked right through the steps.



Register Your Hardware

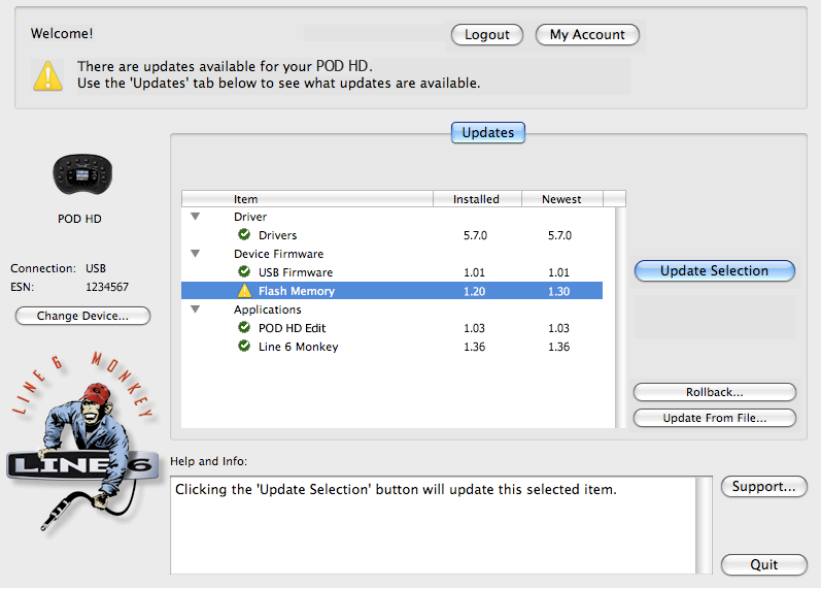
If you have not already done so, you'll be prompted to Register your connected Line 6 hardware. It's a painless process really, so click that **Register** button now.


Line 6 Monkey
It appears you have not registered your POD HD with your user account.
If you are not [User Name], click the 'Remind Me Later' button. Press the 'Logout' button at the top of the main application window and login with your use name and password.
Remind Me Later
Register

FBV MkII Users: If you are using a Line 6 FBV MkII Controller then it is recommended to install any available updates for it as well. Just connect your FBV MkII directly to your computer's USB port and use Line 6 Monkey as described above.

Grab Those Updates

If you see any items where a newer version is available, then you should click on that item and let the little Monkey fellow walk you through the installation steps.

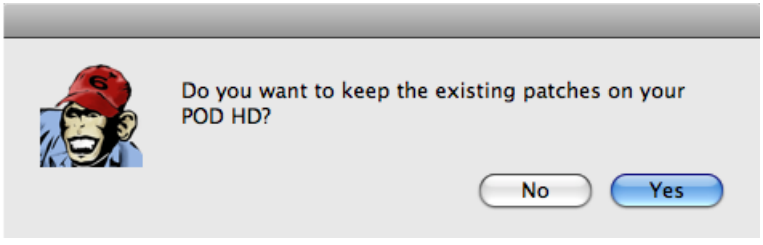


Line 6 Monkey - Update screen for POD HD

As an example, the above screenshot shows Monkey has detected that a newer Firmware - Flash Memory version is available than is currently installed in our device. In this scenario you can select the Flash Memory item and click **Update Selection**. Be sure to read the prompts carefully and Monkey will assist you in performing the update in minutes. It is especially important not to disturb the devices' controls and cable connections until the update fully completes!

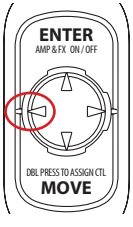
Flash Memory Updates and Presets

Flash Memory updates typically include a complete set of Factory Presets, which may be a revised set that differs from the set of Presets stored in the memory of your device. You'll be prompted during the update whether to keep your current Presets. Selecting "No" will result in your device's Presets being permanently overwritten.



The prompt during a Flash Memory update to keep your current Presets

TIP! You can save the full set of your device's Presets as a "Bundle" file to your computer in one easy step using POD HD Edit - see "POD HD Edit Software" on page 1•6.



Once a Flash Memory update is complete, it is recommended that you power on POD HD while holding down the Nav. Pad - left arrow button. This performs a "reset" of all global settings to their factory defaults. This reset also updates your device's Set List titles with those included in the new Flash Memory version (if they differ).

Appendix B: FBV Foot Controllers

Want hands-free access to your POD® HD Presets, Amps, FX and parameters? By connecting one of the supported Line 6 FBV™ Controller devices you'll get just that! Here we'll cover the use and many benefits of using an FBV Controller with POD HD.

FBV MkII & FBV Series Controllers

The Line 6 **FBV Shortboard MkII** Controller is the recommended FBV device to use with POD HD - It is the latest model and offers easy access to vital POD HD functions.

The FBV Shortboard MkII Controller

It is also possible to use several other FBV Controller models with POD HD: **FBV Express MkII**, **FBV Longboard** and **FBV Shortboard**. Additionally, the Line 6 **EX1 Expression Pedal** can be used with FBV Shortboard MkII or FBV Shortboard to optionally add a 2nd Pedal controller. For more about these products, please visit http://line6.com/footcontrollers/fbvshortboardmkii.html.

Are you up to date? If you are using a Line 6 FBV MkII Series Controller, you can connect it directly to your computer's USB port and then launch Line 6 Monkey to check for and install the latest updates - see "Appendix A: Line 6 Monkey" on page A•1.

Getting Connected

All FBV devices come with an "RJ-45" cable. Note that this cable is indeed a standard "Category 5" computer network cable. So, in case you lost yours, simply run down to any electronics or computer store and ask for a cable of this type.

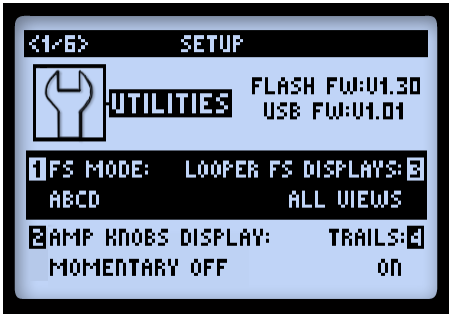
With POD HD powered Off, connect this cable between the FBV device's **TO AMP** jack and the POD HD **FBV PEDAL** jack. If you have an optional Expression Pedal, connect it to the **EXP. PEDAL** jack on your FBV now. Then Power On POD HD - You'll see your FBV light up, and you're ready for action!

NOTE: If you have not done so already, it is recommended that you calibrate the Pedal for your FBV device. Please see the *Pilot's Handbook* that came with your FBV device, or you can download it, or the *FBV Advanced Guide*, from http://line6.com/support/manuals/**.**

Setup Options for FBV

There are several Setup options that affect POD HD behaviors when an FBV device is connected. Hold the **VIEW** button to enter Setup to access the following options. (Also see "Accessing System Setup" on page 2•1 for info on other Setup options.)

Setup Page 1



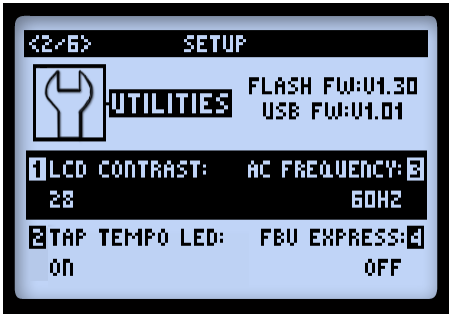
- **Footswitch Mode (Knob 1):** Configures the function of your FBV **A**, **B**, **C** & **D** footswitches. This setting is global. See "FX & Amp Block FS Assignment" on page 3•7 for info on how to configure these assignments per Preset

- **ABCD:** Toggles the current Bank's Presets A through D.
- **FS 5-8:** Toggles the Amp or FX Block to which you have assigned FS5 through FS8 On/Off.

Note that the Performance View screens offer handy visual references for the current Preset's ABCD and FS assignments - see next section.

- **Looper FS Display (Knob 3):** Determines how and when the Looper Mode screen is displayed (see page 1•3, as well as the following "Performance View" section).

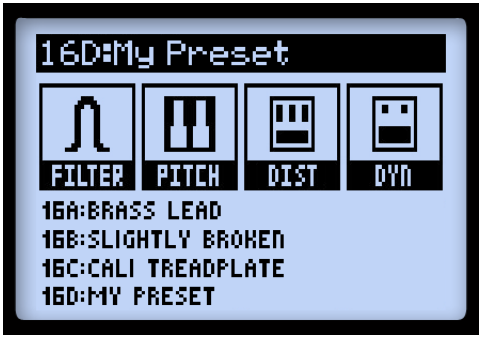
Setup Page 2



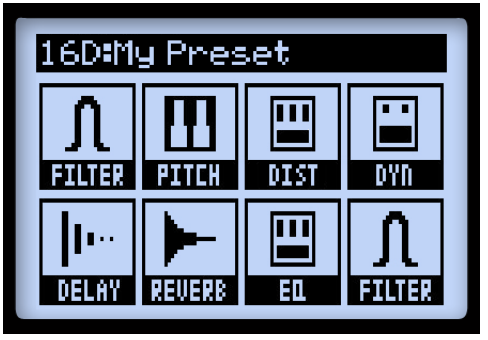
- **FBV Express (Knob 4):** This option should ***only*** be set to "On" specifically for an FBV Express MkII model controller, to allow it to function correctly with POD HD.

POD HD Performance View Screens

The Performance View screens offer visual references for the Presets and/or Amp & FX Blocks that your FBV footswitches are assigned to control.



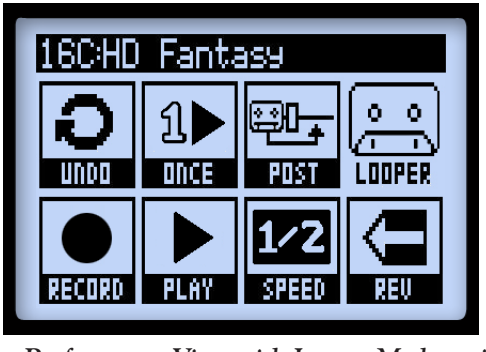
ABCD assignment for FS5-FS8



FX assignment for FS1-FS8

Please reference the Footswitch Mapping table on the following pages for your specific FBV model device to determine which FBV footswitches relate to each of the 8 footswitch assignments. (We cover how to edit & create these footswitch assignments on page B•18.)

When POD HD is in Looper Mode, a 3rd variation of the Performance View screen displays the Looper functions that are accessed by FBV footswitches. Also see "Looper Controls & Performance View" on page 8•1.



The Performance View with Looper Mode active

FBV Controller Devices - Footswitch & Pedal Mapping

Your FBV device's Footswitches and Pedal(s) are already mapped to specific POD HD functions. These mappings are slightly different for each FBV Controller type - Please reference the following table that matches your specific FBV model. See the following sections for more details on the POD HD functions listed in these tables.

FBV Shortboard MkII

FBV Shortboard MkII - Footswitch & Pedal Mappings				
Footswitch Label	**POD HD Function**	**FBV LCD Screen**	**Footswitch LED**	**Description**
FUNCTION 1	Looper Mode On/Off	No change	Lit when mode active	Toggles Looper Mode On/Off
FUNCTION 2	Set List Select Mode On/Off	Displays Set List selection screen	Lit when mode active	Toggles Set List Select Mode On/Off
▲	Bank Up (Bank Mode)	Displays queued Bank, flashing	No change	Queues next Bank
	Set List Select (Set List Mode)	Displays Set List selection	No change	Selects Set List
▼	Bank Down (Bank Mode)	Displays queued Bank, flashing	No change	Queues previous Bank
	Set List Select (Set List Mode)	Displays Set List selection	No change	Selects Set List
STOMP	FS1 On/Off	No change	Lit when Block active	Toggles the "FS1" assigned Amp/FX Block
MODULATION	FS2 On/Off	No change	Lit when Block active	Toggles the "FS2" assigned Amp/FX Block

FBV Shortboard MkII - Footswitch & Pedal Mappings				
Footswitch Label	**POD HD Function**	**FBV LCD Screen**	**Footswitch LED**	**Description**
DELAY	FS3 On/Off	No change	Lit when Block active	Toggles the "FS3" assigned Amp/FX Block
REVERB	FS4 On/Off	No change	Lit when Block active	Toggles the "FS4" assigned Amp/FX Block
A	Selects Preset A (ABCD Mode)	Displays current Preset name	Lit when selected	Loads Preset A of current Bank
	FS5 On/Off (FS 5-8 Mode)	Displays current Preset name	Lit when Block active	Toggles the "FS5" assigned Amp/FX Block
B	Selects Preset B (ABCD Mode)	Displays current Preset name	Lit when selected	Loads Preset B of current Bank
	FS6 On/Off (FS 5-8 Mode)	Displays current Preset name	Lit when Block active	Toggles the "FS6" assigned Amp/FX Block
C	Selects Preset C (ABCD Mode)	Displays current Preset name	Lit when selected	Loads Preset C of current Bank
	FS7 On/Off (FS 5-8 Mode)	Displays current Preset name	Lit when Block active	Toggles the "FS7" assigned Amp/FX Block
D	Selects Preset D (ABCD Mode)	Displays current Preset name	Lit when selected	Loads Preset D of current Bank
	FS8 On/Off (FS 5-8 Mode)	Displays current Preset name	Lit when Block active	Toggles the "FS8" assigned Amp/FX Block
TAP	Sets Tap Tempo	No Change	Blinks at tempo	Tap to set tempo rate
	Tuner Mode On/Off	Displays Tuner	Blinks at tempo	Hold to enter/exit Tuner Mode
Pedal Toe Switch	EXP 1/EXP 2 Pedal Mode (When no Pedal 2 is connected)	No change	EXP 1 = WAH lit EXP 2 = VOL lit	Toggles to the on-board Pedal between EXP 1 and EXP 2 modes
	Toe Switch	No change	No change	Assignable as a footswitch

Looper Mode Footswitch Mappings

When POD HD is placed in Looper Mode, several FBV footswitches change their mappings to perform the following Looper functions. Please also see "Looper Mode" on page 8•1.

FBV Shortboard MkII - Looper Mode Footswitch Mappings			
Footswitch Label	**POD HD Looper Function**	**Footswitch LED**	**Description**
FUNCTION 1	Looper Mode On/ Off	Lit when mode active	Toggles Looper Mode On/Off
STOMP	Undo	Lit briefly, while Undo action occurs	Erases the most recent recorded overdub
MODULATION	Play Once	Lit while playing recorded loop	Plays the current recorded Loop one time only
DELAY	Looper Pre/Post	Lit when Looper is in Post position	Sets the position of the Looper "Pre" or "Post" in the signal chain
A	Record/Overdub	Lit when recording, Flashes when overdubbing	Immediately starts recording - Or, if a loop is currently playing, overdubs on top of the current loop
B	Play/Stop	Lit when playing	Toggles the recorded loop to play and stop
C	Full/Half Speed	Lit when half speed	Toggles the loop playback and recording between full and half speed
D	Reverse/Forward	Lit when selected	Toggles loop playback and recording between normal and reverse

Pedal Controllers

FBV Shortboard MkII devices include an "on-board" Expression Pedal, as well as an optional jack to include a 2nd Expression Pedal. These pedals access the POD HD **EXP 1** and **EXP 2** assignable controllers. Please see "Expression Pedal Assignment" on page B•16 for how to assign these controllers to Amp & FX parameters to customize your Presets.

When no additional Pedal is connected to the FBV **EXP. PEDAL** input, the on-board Pedal's "Toe Switch" will toggle between the control of **EXP 1** and **EXP 2**. The red **WAH** and green **VOL** LEDs on FBV illuminate to indicate the current Pedal Mode, respectively. (It is also possible to manually assign other functions to the Toe Switch - see "Using the EXP Pedal Toe Switch" on page B•20.)

EXP 1 and EXP 2 with Pedal 2 Connected

When a 2nd Expression Pedal (such as a Line 6 EX-1 Expression Pedal) is connected, the on-board Pedal remains mapped to only **EXP 1**, and Pedal 2 to only **EXP 2**. Whenever a Pedal 2 is connected, you'll see the **EXP 1** & **EXP 2** LEDs both lit.

FBV Express MkII

FBV Express MkII - Footswitch & Pedal Mappings				
Footswitch Label	**POD HD Function**	**7-Segment LED Display**	**Footswitch LED**	**Description**
A	Selects Preset A (ABCD Mode)	Displays "A" to indicate selected Preset	Lit when selected	Loads Preset A of current Bank
	FS5 On/Off (FS 5-8 Mode)	Displays current Preset channel	Lit when Block active	Toggles the "FS5" assigned Amp/FX Block
B	Selects Preset B (ABCD Mode)	Displays "B" to indicate selected Preset	Lit when selected	Loads Preset B of current Bank
	FS6 On/Off (FS 5-8 Mode)	Displays current Preset channel	Lit when Block active	Toggles the "FS6" assigned Amp/FX Block
C	Selects Preset C (ABCD Mode)	Displays "C" to indicate selected Preset	Lit when selected	Loads Preset C of current Bank
	FS7 On/Off (FS 5-8 Mode)	Displays current Preset channel	Lit when Block active	Toggles the "FS7" assigned Amp/FX Block

FBV Express MkII - Footswitch & Pedal Mappings				
Footswitch Label	**POD HD Function**	**7-Segment LED Display**	**Footswitch LED**	**Description**
D	Selects Preset D (ABCD Mode)	Displays "D" to indicate selected Preset	Lit when selected	Loads Preset D of current Bank
	FS8 On/Off (FS 5-8 Mode)	Displays current Preset channel	Lit when Block active	Toggles the "FS8" assigned Amp/FX Block
Tempo Indicator	Indicates current Tempo rate	Dot flashes at Tempo rate	N/A	This is an indicator LED only
Pedal Toe Switch	EXP 1/EXP 2 Pedal Mode	No change	EXP 1 = WAH lit EXP 2 = VOL lit	Toggles the Pedal between EXP 1 and EXP 2 modes
	Toe Switch	No change	No change	Assignable footswitch

Looper Mode Footswitch Mappings

When POD HD is placed in Looper Mode, the FBV footswitches change their mappings to perform the following Looper functions. Please also see "Looper Mode" on page 8•1.

FBV Express MkII - Looper Mode Footswitch Mappings			
Footswitch Label	**POD HD Looper Function**	**Footswitch LED**	**Description**
A	Record/Overdub	Lit when recording, Flashes when overdubbing	Immediately starts recording - Or, if a loop is currently playing, overdubs on top of the current loop
B	Play/Stop	Lit when playing	Toggles the recorded loop to play and stop
C	Full/Half Speed	Lit when half speed	Toggles the loop playback and recording between full and half speed
D	Reverse/Forward	Lit when selected	Toggles loop playback and recording between normal and reverse

Pedal Controllers

FBV Express MkII devices include an "on-board" Pedal which provides access to both the POD HD **EXP 1** and **EXP 2** assignable controllers. Please see "Expression Pedal Assignment" on page B•16 for how to assign these controllers to Amp & FX parameters to customize your Presets.

The Pedal's "Toe Switch" will toggle between the control of **EXP 1** and **EXP 2**. The red **WAH** and green **VOL** LEDs on FBV illuminate to indicate the current Pedal Mode, respectively. (It is also possible to manually assign other functions to the Toe Switch - see "Using the EXP Pedal Toe Switch" on page B•20.)

FBV Longboard

FBV Longboard - Footswitch & Pedal Mappings				
Footswitch Label	**POD HD Function**	**FBV LCD Screen**	**Footswitch LED**	**Description**
FX LOOP	Looper Mode On/Off	No change	Lit when mode active	Toggles Looper Mode On/Off
AMP 1	Set List Select Mode On/Off	Displays Set List selection screen	Lit when mode active	Toggles Set List Select Mode On/Off
REVERB	FS4 On/Off	No change	Lit when Block active	Toggles the "FS4" assigned Amp/FX Block
TREMOLO	FS1 On/Off	No change	Lit when Block active	Toggles the "FS1" assigned Amp/FX Block
MODULATION	FS2 On/Off	No change	Lit when Block active	Toggles the "FS2" assigned Amp/FX Block
DELAY	FS3 On/Off	No change	Lit when Block active	Toggles the "FS3" assigned Amp/FX Block

FBV Longboard - Footswitch & Pedal Mappings				
Footswitch Label	**POD HD Function**	**FBV LCD Screen**	**Footswitch LED**	**Description**
BANK DOWN	Bank Down (Bank Mode)	Displays queued Bank, flashing	No change	Queues previous Bank
	Set List Select (Set List Mode)	Displays Set List selection	No change	Selects Set List
BANK UP	Bank Up (Bank Mode)	Displays queued Bank, flashing	No change	Queues next Bank
	Set List Select (Set List Mode)	Displays Set List selection	No change	Selects Set List
CHANNEL A	Selects Preset A (ABCD Mode)	Displays current Preset name	Lit when selected	Loads Preset A of current Bank
	FS5 On/Off (FS 5-8 Mode)	Displays current Preset name	Lit when Block active	Toggles the "FS5" assigned Amp/FX Block
CHANNEL B	Selects Preset B (ABCD Mode)	Displays current Preset name	Lit when selected	Loads Preset B of current Bank
	FS6 On/Off (FS 5-8 Mode)	Displays current Preset name	Lit when Block active	Toggles the "FS6" assigned Amp/FX Block
CHANNEL C	Selects Preset C (ABCD Mode)	Displays current Preset name	Lit when selected	Loads Preset C of current Bank
	FS7 On/Off (FS 5-8 Mode)	Displays current Preset name	Lit when Block active	Toggles the "FS7" assigned Amp/FX Block
CHANNEL D	Selects Preset D (ABCD Mode)	Displays current Preset name	Lit when selected	Loads Preset D of current Bank
	FS8 On/Off (FS 5-8 Mode)	Displays current Preset name	Lit when Block active	Toggles the "FS8" assigned Amp/FX Block
TAP TEMPO	Sets Tap Tempo	No Change	Blinks at tempo	Tap to set tempo rate
	Tuner Mode On/ Off	Displays Tuner	Blinks at tempo	Hold to enter/exit Tuner Mode
Pedal 1 Toe Switch	Toe Switch	No change	No change	Assignable as a footswitch

Looper Mode Footswitch Mappings

When POD HD is placed in Looper Mode, several FBV footswitches change their mappings to perform the following Looper functions. Please also see "Looper Mode" on page 8•1.

FBV Longboard - Looper Mode Footswitch Mappings			
Footswitch Label	**POD HD Looper Function**	**Footswitch LED**	**Description**
REVERB	Undo	Lit briefly, while Undo action occurs	Erases the most recent recorded overdub
TREMOLO	Play Once	Lit while playing recorded loop	Plays the current recorded Loop one time only
MODULATION	Looper Pre/Post	Lit when Looper is in Post position	Sets the position of the Looper "Pre" or "Post" in the signal chain
CHANNEL A	Record/Overdub	Lit when recording, Flashes when overdubbing	Immediately starts recording - Or, if a loop is currently playing, overdubs on top of the current loop
CHANNEL B	Play/Stop	Lit when playing	Toggles the recorded loop to play and stop
CHANNEL C	Full/Half Speed	Lit when half speed	Toggles the loop playback and recording between full and half speed
CHANNEL D	Reverse/Forward	Lit when selected	Toggles loop playback and recording between normal and reverse

Pedal Controllers

FBV Longboard devices include two "on-board" Pedals, **PEDAL 1** and **PEDAL 2**. These pedals are permanently mapped to the POD HD **EXP 1** and **EXP 2** assignable controllers, respectively. Please see "Expression Pedal Assignment" on page B•16 for how to assign these controllers to Amp & FX parameters to customize your Presets.

It is possible to manually assign the PEDAL 1 Toe Switch to toggle Amp or FX Blocks On/Off - see "Using the EXP Pedal Toe Switch" on page B•20.

FBV Shortboard

FBV Shortboard - Footswitch & Pedal Mappings				
Footswitch Label	**POD HD Function**	**FBV LCD Screen**	**Footswitch LED**	**Description**
FX LOOP	Looper Mode On/Off	No change	Lit when mode active	Toggles Looper Mode On/Off
▲ **BANK**	Bank Up (Bank Mode)	Displays queued Bank, flashing	No change	Queues next Bank
BANK ▼	Bank Down (Bank Mode)	Displays queued Bank, flashing	No change	Queues previous Bank
STOMP	FS1 On/Off	No change	Lit when Block active	Toggles the "FS1" assigned Amp/FX Block
MODULATION	FS2 On/Off	No change	Lit when Block active	Toggles the "FS2" assigned Amp/FX Block
DELAY	FS3 On/Off	No change	Lit when Block active	Toggles the "FS3" assigned Amp/FX Block
REVERB	FS4 On/Off	No change	Lit when Block active	Toggles the "FS4" assigned Amp/FX Block
CHANNEL A	Selects Preset A (ABCD Mode)	Displays current Preset name	Lit when selected	Loads Preset A of current Bank
	FS5 On/Off (FS 5-8 Mode)	Displays current Preset name	Lit when Block active	Toggles the "FS5" assigned Amp/FX Block

FBV Shortboard - Footswitch & Pedal Mappings				
Footswitch Label	**POD HD Function**	**FBV LCD Screen**	**Footswitch LED**	**Description**
CHANNEL B	Selects Preset B (ABCD Mode)	Displays current Preset name	Lit when selected	Loads Preset B of current Bank
	FS6 On/Off (FS 5-8 Mode)	Displays current Preset name	Lit when Block active	Toggles the "FS6" assigned Amp/FX Block
CHANNEL C	Selects Preset C (ABCD Mode)	Displays current Preset name	Lit when selected	Loads Preset C of current Bank
	FS7 On/Off (FS 5-8 Mode)	Displays current Preset name	Lit when Block active	Toggles the "FS7" assigned Amp/FX Block
CHANNEL D	Selects Preset D (ABCD Mode)	Displays current Preset name	Lit when selected	Loads Preset D of current Bank
	FS8 On/Off (FS 5-8 Mode)	Displays current Preset name	Lit when Block active	Toggles the "FS8" assigned Amp/FX Block
TAP	Sets Tap Tempo	No Change	Blinks at tempo	Tap to set tempo rate
	Tuner Mode On/Off	Displays Tuner	Blinks at tempo	Hold to enter/exit Tuner Mode
Pedal Toe Switch	EXP 1/EXP 2 Pedal Mode (When no Pedal 2 is connected)	No change	EXP 1 = WAH lit EXP 2 = VOL lit	Toggles to the on-board Pedal between EXP 1 and EXP 2 modes
	Toe Switch	No change	No change	Assignable as a footswitch

Looper Mode Footswitch Mappings

When POD HD is placed in Looper Mode, several FBV footswitches change their mappings to perform the following Looper functions. Please also see "Looper Mode" on page 8•1.

FBV Shortboard - Looper Mode Footswitch Mappings			
Footswitch Label	**POD HD Looper Function**	**Footswitch LED**	**Description**
FX LOOP	Looper Mode On/Off	Lit when mode active	Toggles Looper Mode On/Off
STOMP	Undo	Lit briefly, while Undo action occurs	Erases the most recent recorded overdub
MODULATION	Play Once	Lit while playing recorded loop	Plays the current recorded Loop one time only
DELAY	Looper Pre/Post	Lit when Looper is in Post position	Sets the position of the Looper "Pre" or "Post" in the signal chain
CHANNEL A	Record/Overdub	Lit when recording, Flashes when overdubbing	Immediately starts recording - Or, if a loop is currently playing, overdubs on top of the current loop
CHANNEL B	Play/Stop	Lit when playing	Toggles the recorded loop to play and stop
CHANNEL C	Full/Half Speed	Lit when half speed	Toggles the loop playback and recording between full and half speed
CHANNEL D	Reverse/Forward	Lit when selected	Toggles loop playback and recording between normal and reverse

Pedal Controllers

FBV Shortboard devices include an "on-board" Pedal, as well as an optional jack on the back to include a 2nd Expression Pedal. These pedals access the POD HD **EXP 1** and **EXP 2** assignable controllers. Please see "Expression Pedal Assignment" on page B•16 for how to assign these controllers to Amp & FX parameters to customize your Presets.

When no additional Pedal is connected to the FBV **EXP. PEDAL** input, the on-board Pedal's "Toe Switch" will toggle between the control of **EXP 1** and **EXP 2**. The red **WAH** and green **VOL** LEDs on FBV illuminate to indicate the current Pedal Mode, respectively. (It is also possible to manually assign other functions to the Toe Switch - see "Using the EXP Pedal Toe Switch" on page B•20.)

EXP 1 and EXP 2 with Pedal 2 Connected

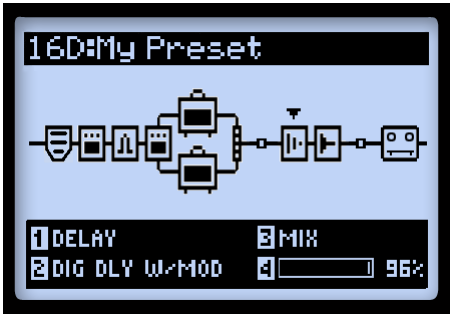
When a 2nd Expression Pedal (such as a Line 6 EX-1 Expression Pedal) is connected to FBV Shortboard, the on-board Pedal remains mapped to only **EXP 1**, and Pedal 2 to only **EXP 2**. Whenever a Pedal 2 is connected, you'll see the **EXP 1** & **EXP 2** LEDs both lit.

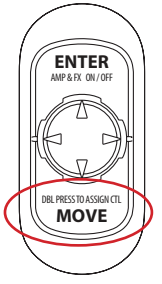
Expression Pedal Assignment

As shown in the preceding tables, FBV devices' Pedals are designed to access the POD HD **EXP 1** and **EXP 2** controllers, which can be assigned to virtually any Amp or FX Model parameter. To follow are the steps to assign these controllers to POD HD parameters.

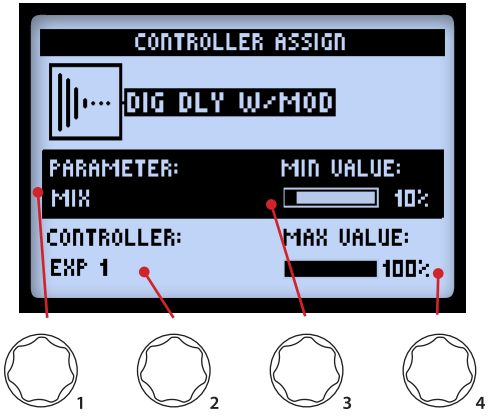
Controlling Amp & FX Parameters

Configuring the **EXP 1** & **EXP 2** assignments is done within the **Controller Assign** screen. These settings are all saved per Preset. From the Signal Flow View screen, select the Amp or FX Block for which you'd like to create a Pedal assignment, then double-press the **MOVE** button. For our example, we'll select our Delay FX block in the Signal Flow View:





The Controller Assign screen is then displayed specifically for the selected Model. In our example, it is the Digital Delay W/Modulation. Use the Multi-function Knobs 1-4 to configure the Pedal assignment options.



The Controller Assign screen

- **Parameter (Knob 1):** Select the parameter for the current Model that you want to control.* For our example, we'll choose the **Mix** parameter.
- **Controller (Knob 2):** Select the Pedal Mode that you want to assign to the parameter. Choose **Off** to have no Pedal assignment, or choose **EXP 1** or **EXP 2**. (Note that you can alternatively choose **TWEAK** here to have the parameter assigned to your POD HD **TWEAK** knob, instead of an FBV Pedal!)
- **Min. Value (Knob 3):** Set the desired parameter value for the Pedal's "heel" position.
- **Max. Value (Knob 4):** Set the parameter value you'd like for the Pedal's "toe" position.

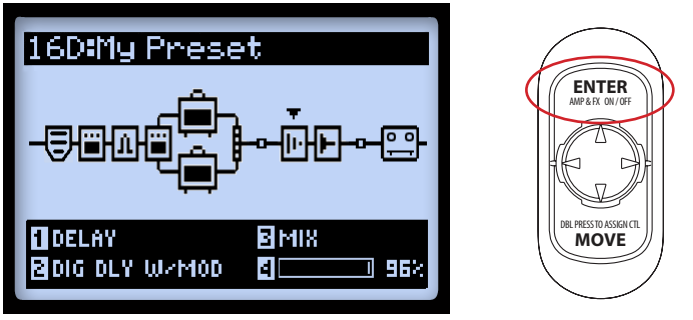
*** Note that when you add a Wah FX Model to your tone, the "Position" parameter for the Wah is automatically assigned to EXP 1. Likewise, when adding a Volume or Pan FX Model, its Position parameter is automatically assigned to EXP 2. This will result in multiple items assigned to these EXP Pedals if you already have existing Pedal assignments. For all Factory Presets that already include a Wah, Volume or Pan, these are typically already assigned as well. Be sure to remove any unwanted Model's EXP assignment for your Preset.**

Amp & FX Block Footswitch Assignment

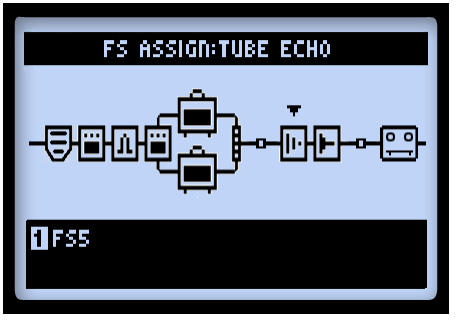
FBV footswitches, as well as the on-board Pedal's "Toe Switch," can be configured to toggle any of the Amp or FX Blocks On/Off. You can reference the current Preset's FX footswitch assignments within the **Performance View** screen, as covered on page B•4. These settings are saved per Preset.

Assigning an FX or Amp Block to a Footswitch

From the Signal Flow View, select the FX or Amp Block that you want assigned to one of your footswitches. As an example, we'll select the Delay FX Block. Then Press and hold the **ENTER** button to display the Footswitch Assign screen.



Select the desired Amp or FX block, then press and hold the ENTER button



The Footswitch Assign screen, with a Delay FX Model selected

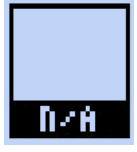
Use Multi-function Knob 1 to select the footswitch to which you want this FX Block assigned - choose **FS1** through **FS8**, the **EXP Toe Switch**, or **None** to remove the Block's assignment. The following behaviors apply:

- **If a footswitch already has an Amp or FX Block assigned:** The existing Block remains assigned, and selecting this footswitch ***additionally*** assigns your new Block. When referencing the Performance View, you'll see the footswitch display a "Multi" graphic to indicate this. You can configure 2 or more parameters to the same footswitch to toggle them On/Off simultaneously - or, have one toggle On while another Toggles Off!

Indicates multiple Blocks assigned to a footswitch

TIP: To reference current footswitch assignments, when in the Footswitch Assign screen, use the ◄► Nav. Pad buttons to select each Block, and look at the Knob 1 setting for each at the bottom of the screen.

- **When a footswitch has no Block assigned:** You'll see the N/A graphic displayed in the Performance View for the respective footswitch.

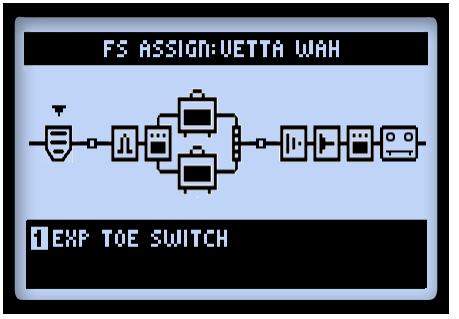


Indicates no Blocks assigned to the footswitch

Using the EXP Pedal Toe Switch

As noted above, when adding a Wah or Volume/Pan Model to your tone, their Position parameters are automatically assigned to the **EXP 1** and **EXP 2** controllers. Most Factory Presets already include this Wah/Volume switching pre-configured for you. But the Toe Switch assignment is not set automatically for newly added Amp or FX Models, so here is how to set this up manually.

- With the Wah Model selected, go to the **FS Assign** screen and assign its FX Block to the **EXP TOE SWITCH**, following the instructions above. This allows the Wah to be toggled On/Off via the pedal Toe Switch.

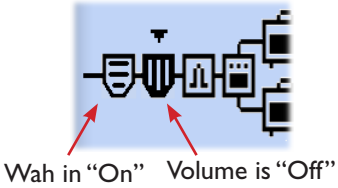


Assigning an FX Block to the on-board pedal's "Toe Switch"

Further, if you have a different FX parameter (such as the Volume - Position) being controlled by the opposite EXP Pedal Mode, you'll likely find it useful to have the Toe Switch toggle both these FX Blocks On/Off alternately, so that only the desired Model is active while being controlled. For example, say you have a Preset where the Wah is controlled by **EXP 1**, and the Volume by **EXP 2**:

Note: If you have a "Pedal 2" connected to your FBV (or if using an FBV Longboard) you may *not* want to use the following configuration, since the Wah and Volume are already controlled by your two Pedals individually.

- Click the **EXP TOE SWITCH** switch so that the red **EXP 1** LED is lit.
- In the Signal Flow View, select the Volume FX block and toggle it "Off" using the **ENTER** button. You should now see the Wah "On" and the Volume "Off."

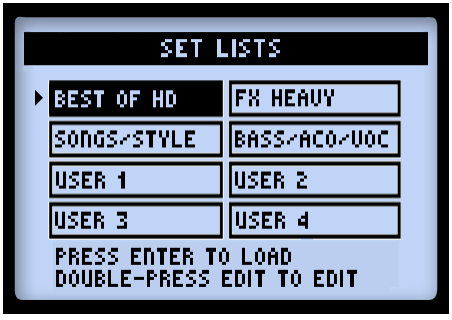


- Repeat the previous Footswitch Assign steps for both the Wah and the Volume, assigning each to the **EXP TOE SWITCH**.
- Now whenever you click the **EXP TOE SWITCH** to **EXP 1** for this Preset, the Volume is switched "Off" and the Wah is switch "On" and is controlled by the Pedal - and vice versa when switching to **EXP 2**.
- Be sure to save to retain these settings with your Preset!

Set List Select

For FBV Shortboard MKII & FBV Longboard devices, you can access the Set Lists screen and load a different Preset (also see page 4•1). To do this from your FBV:

- Press **FUNCTION 2** (Shortboard MkII) or **AMP 1** (Longboard) and you'll see the Set Lists screen displayed on your POD HD.



The Set Lists screen

- Press the **BANK UP** and **BANK DOWN** footswitches to select the desired Set List. Note that your FBV LCD screen displays the name of the selected Set List.
- Press **FUNCTION 2** / **AMP 1** once again to load the selected Set List. You'll see that the same numbered Preset from the previous Set List is automatically loaded from the new Set List.

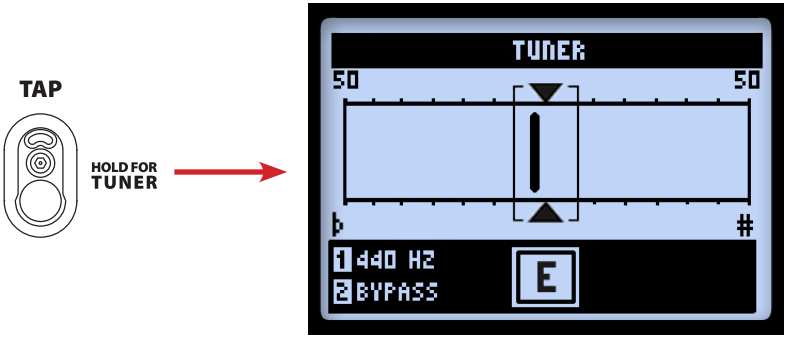
Tap Tempo

For all FBV devices, you can stomp rhythmically on the **TAP** footswitch to set your Tap Tempo. Alternatively, you can set a numerical Tempo value within Setup (see "Page 6, Tempo Options" on page 2•7).

You'll see the LED on the **TAP** switch blink to indicate your current Tap Tempo BPM. Tempo-based FX (Modulation, Filter & Delay FX) that offer a **Tempo Sync** parameter can optionally be set to a note division of this Tap Tempo value.

Tuner Mode

For all FBV devices, to enter Tuner mode, press and hold the **TAP** button. See "Tuner Mode" on page 1•4 for details.



The Tuner screen

TREBLE
PRESENCE
MID
TWEAK
LINE 6
BASS
SAVE
ON/OFF
VOLUME
HOME
MOVE
DRIVE
MASTER
PODHD
A
B
C
D
TAP